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JUNE
No. 52
1999

SUPER SMASH BROS.

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- bonus stage tips
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SUPER MARIO DELUXE
Two-Player Maps

EHRGEIZ
Quest Mode

SHADOW MADNESS
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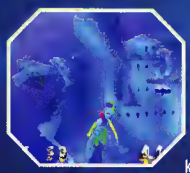
All Hail the Lizard King!

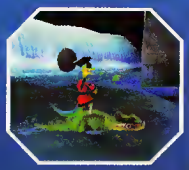
GEX makes his triumphant return in GEX 3: Deep Cover Gecko.



As an international secret agent for hire, GEX's latest adventure involves rescuing the beautiful Agent Xtra, played by Baywatch's Marliece Andrada, who has been kidnapped by who else but GEX's arch nemesis Rez. Along the way GEX must change into a variety of disguises and master loads of cool vehicles to outwit the evil Rez.

All-new Gameplay

While saving the beautiful Agent Xtra is quite enticing, it's the ALL-NEW gameplay that really makes GEX 3 shine. GEX 3 has plenty of gameplay depth and is designed to reward the player at every turn. A variety of cool character disguises with designated gameplay mechanics are just one source of that reward. One example of this is the Clue level where GEX, while dressed as a certain 'Inspector Holmes' fellow, uses his trusty magnifying glass to uncover secret time-based mini-games. Later in the same level GEX solves a puzzle that allows him to turn into 'Count GEXcula'. As The 'Count', GEX uses his cape as a flying device to glide to areas previously unreachable as 'Sherlock GEX'. There are over 25 costumes in all



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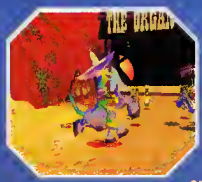
and not a dud in the bunch.

The collectible system is equally as rewarding. There are 3 types of collectibles: Gold Flies provide your life's blood (free lives) and are necessary for survival, Paw Coins add extra hit points to your health base and help you in later levels and finally, precious Bonus Coins that give you access to play over 15 vehicular based Bonus levels. These twitch-based Bonus levels are not accessible without a set number of Bonus Coins but are well worth their price! Ride bucking burros, slithering crocodiles and jump-happy kangaroos. Then fight evil elves while riding a snowboard, blow up just about everything while controlling a military tank and scuba dive to your hearts content.

In addition, new abilities like shooting gattling guns, spitting fireballs, freezing enemies, discovering secret playable characters and an all-new intuitive camera system make GEX3 one hell of a sequel!



GEX 3 on the Nintendo 64 includes three new levels and an all-new GEX move: the controllable "Tongue Grab". You must spit GEX's extra long tongue to latch onto suspended objects so GEX can swing over treacherous obstacles and enemies. Precise timing is the trick to master this cool new mechanic.

As usual, the graphics in GEX 3: Deep Cover Gecko are simply stunning with not one ounce of detail overlooked. Crystal Dynamics has another graphical masterpiece on their hands. The hilarious Media Dimension levels are once again designed as sarcastic parodies of pop culture, movies and television. Including such levels as Saving Private GEX, Twisted North Pole with an evil Santa, Jock GEXsteau's H2O adventure, GEX and the Beanstalk and others.

From the all-new character mechanics to the variety of cool costumes, secret playable characters and fast-paced vehicles to control, GEX 3 is an engaging experience from start to finish.

New Nintendo 64 move: "The Tongue Grab"

"95% Gold Award"
PS Extreme magazine

NINTENDO64 N64

RATING PENDING RP CONTENT RATED BY ESRB

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GEX 3 DEEP COVER GECKO

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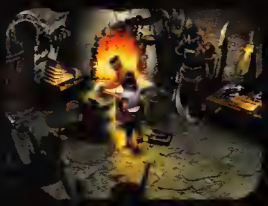

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TEEN T ESRB

PlayStation

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JADE
COCOON
STORY OF THE TAMAMAYU

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Punching little marshmallows. Chasing Italian plumbers. Shooting at zombies. You'll do all these things and more if you use *Tips & Tricks*' exclusive strategy guides to get the most out of your favorite games...plus, there's game previews, news from Japan, Game Shark codes and much more!

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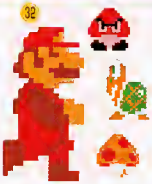

JUNE 1999

ON THE COVER:
If Mario fought Luigi, who would win? Well, it depends. Did either player check out our *Super Smash Bros.* strategy guide? *Super Smash Bros.*™ ©1999 Nintendo. All rights reserved.

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QUOTE OF THE MONTH:
Yeah! Reachin' out to just the funky people out there. It's time to show your stuff and bring down the house with Bust A Move!
-DJ Dangerous

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Editor in Chief **Chris Bieniek** does not own a DVD player, but he's excited about the fact that Sony's "PlayStation 2" may be able to play DVD movies as well as games. "Hey, I never owned a CD player until I got a Sega CD," he explains. "And if Nintendo's next game system has the ability to make ice cubes, I won't need to buy a refrigerator."
Current Favorite Games: Beetle Adventure Racing, Pepsiman, Um Jammer Lammy, Tecmo Cup Soccer

Is it true? Executive Editor **Jim Loftus** has announced that he is leaving *Tips & Tricks* to accept an editorial position with Game*Week*, the leading video-game industry trade publication. We'd like to thank him for all of his hard work and wish him the best...unless, of course, this is some kind of six-week "vacation" like the one Tyrone took.
Current Favorite Games: Get Bass, Driver, Need for Speed: High Stakes, Zombie Revenge

If **Tyrone Rodriguez** has a weakness, it's his inability to properly digest certain foods. He recently called in sick because he'd had "some bad McDonald's" the previous night. If he takes his Neo•Geo Pocket into the bathroom, you know that he's gonna be in there for a long time...and that the place will be basically uninhabitable after he's finished.
Current Favorite Games: Zombie Revenge, Bust-A-Move 2, The House of the Dead 2, Pocket Alpha

Since he's a guitarist himself, we recently asked **Anatole Brown** to name his favorite guitar solos of all time. The first one that came to mind was Jeff Beck's famous lead in "'Cause We've Ended as Lovers," but Anatole also pointed to the late Randy Rhoads' work on Ozzy Osbourne's "S.A.T.O." and "Tonight" as being particularly inspirational.
Current Favorite Games: Super Mario Bros. Deluxe, Super Smash Bros., Wipeout 64, NBA Live 99

The *Tips & Tricks* staff recently threw an impromptu office party to celebrate the fact that Associate Editor **Jason Wilson** had finally cleared all of the Beanie Babies off his desk and was taking them home. "Those doggone things were everywhere, always watching me," noted an Editor in Chief who wishes to remain anonymous. "I won't miss 'em."
Current Favorite Games: Street Fighter Alpha 3, Spy Hunter, Mario Bros., Zaxxon 3-D

Tips & Tricks Art Director **Ione Flores** is fascinated by Las Vegas; there are days when everything reminds her of "Sin City." When she's in the produce section at the supermarket, all of that fruit makes her think of the spinning wheels of slot machines...and the mess on Tyrone's desk reminds her of the carpeting in her favorite casinos.
Current Favorite Games: Point Blank 2, L.A. Machine Guns, Bust-A-Move 2, Hello Kitty Cube Frenzy

Ara Shirinian has finally found the girl of his dreams: It's Ma-San of the Milk Can band from *Um Jammer Lammy*, the sequel to *Parappa the Rapper*. "Ma-San is the ideal woman," Ara enthuses. "She's two feet tall, plays the drums and speaks complete gibberish. Plus, she's got a live stick of dynamite sticking out of the top of her head."
Current Favorite Games: Puyo Puyo 4, Puyo Puyo 4, Puyo Puyo 4, Puyo Puyo 4

As the world's biggest Mega Man fan, contributor **Pat Reynolds** won't rest until he tracks down a copy of the most obscure Mega Man game ever made: a *Mario Party*-style "board" game called *Wily & Light No Rockboard*, released in 1993 for the Japanese Famicom system (a.k.a. the 8-bit NES).
Current Favorite Games: Armored Core: Masters of Arena, Power Stone, Mega Man Power Battle, Street Fighter Alpha 3

Contributor **Geoff Arnold** is faster than a rolling "O", stronger than silent "E" and is able to leap capital "T" in a single bound. He takes *Flintstones* vitamins every day, wears argyle socks in a variety of fashionable colors and never leaves a gap unfilled...and if you squeeze his belly, he says "Yo quiero Taco Bell" in a scratchy voice.
Current Favorite Games: Street Fighter Alpha 3, Street Fighter III: 3rd Impact, Dr. Chaos, South Park (pinball)

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Got an question, comment or funky keychain for the *T&T* staff? Send your tips, tricks and queries to:

Tips & Tricks
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Beverly Hills, CA 90211

We can't respond to individual letters, but it's always nice to hear from you; we hope *somebody* out there is reading this!

SHARK BITE

Why does your Game Shark section always have more PlayStation Game Shark codes than Nintendo 64 codes?

—Sam Gales
Cleburne, TX

Because there are more PlayStation games than there are Nintendo 64 games.

THERE ONCE WAS A BOY NAMED DARREN...

I've got a couple of things to say. First, if you publish this letter, I would just like to say "hi" to my friends Eric Lane, Joe Barbarrino and Dan Parsons. Second: I love your magazine, but I wish you would put posters in it sometimes like *GamePro*. I have a question about *Resident Evil T&T*, what's it gonna be like? Please put my letter in. Please. It's my dying wish. I'm dying of cancer and I just want to see my letter published. Please.

—Darren Homewood
Limerick, ME

P.S. My uncle is Bill Clinton and he'll have your ass if you don't publish this.

If you're such good friends with Eric, Joe and Dan, why can't you just say "hi" to them in person instead of wasting our time with your fake "Bill-Clinton's-nephew-dying-of-cancer" letter?" You know, there are kids out there who really ARE dying of cancer. You ought to be ashamed of yourself, or something.

And what the heck is "Resident Evil T&T," *anyway? Is it some special version of* Resident Evil *in which the zombies invade the Tips & Tricks offices and Tyrone has to fight them off with a flamethrower?*

VERSUS MODE

First off, *T&T* is the king of all gaming magazines; with that, it shall be served the finest meats and cheeses in the land. I'd like to get your magazine's opinions on the following "who would win in a fight" questions:

1) Beastman (from *Contender*) vs. Muhammad Ali in his prime?
2) Solid Snake vs. Gabriel Logan?
3) Blasto vs. Gex?
4) Leon Kennedy vs. Harry Mason?
5) Yoshi vs. Spyro?
6) And finally, *Tips & Tricks* vs. GamePro?

Thanks for your time.

—Andrew Mahoney
Houston, TX

P.S. PRINT THIS LETTER OR DIE BY THE COLD HAND OF THE CURSED TYPER.

You know, all of these "who would win in a fight" letters are starting to get old...and we're not going to mention GamePro *anymore unless you guys start writing* **them** *letters and asking questions about Tips & Tricks. However, we do enjoy fine meats and cheeses, so what the heck:*

1) Are you kidding? No one could touch Ali in his prime; he was the greatest!

2) Snake could sneak up and ice Logan before he even knew anyone was around.

3) Who cares?

4) Leon, easily; he's a trained law-enforcement officer, whereas Harry is just an average guy.

5) We're assuming that Yoshi could probably grab Spyro with his tongue and poop him out inside a cute little egg...but we can't imagine what the trip through Yoshi's digestive system would be like.

6) This could end up as a draw, an epic battle after which both combatants would "die by the cold hand of the cursed typer," or whatever that ridiculous thing was that you just said.

FOR THE HEADSTRONG

I'd like to talk about a certain member of the *Tips & Tricks* editorial staff; namely, Tyrone Rodriguez. He's da bomb! (Not that nobody else isn't.) Anyway, I wonder what it would be like if he ran the show; yeah, actually made a mag. Speaking of mags, yours rocks, yeah, really rocks. Tyrone, tell Chris that he looks like Ken in *Street Frighter*. I wish I could get a subscription, but I'm broke. Tyrone, I'm your biggest fan.

—Jeremy Steiner
Copperas Cove, TX

Street "Frighter"? *Chris says, "Thanks a LOT!"*

Believe it or not, before he started working for Tips & Tricks, Tyrone was the editor of a self-published fanzine called Hardcore. *If he ever gets to be Editor in Chief of Tips & Tricks, we can only imagine that it might end up filled with the kinds of crazy illustrations and socio-political commentary that made* Hardcore *so interesting.*

TOKEN OF THE MONTH

This month's token comes from the Global Amusement City arcade of Manila in the Phillipines; it was sent in by Marlon Pasion, who lives in Lacey, Washington. Thanks, Marlon!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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SUPER SMASH BROS.

by Anatole Brown

Mario and his friends have left their go-carts and board games behind to take each other on with bare fists! Now we're talkin'! *Super Smash Brothers* pits all our favorite characters against each other to see who's the mightiest in Nintendo-land. Unlike most fighting games, the objective of this game is to try to get your opponent to fly or fall off the platform (kind of like sumo wrestling). The more damage you take, the further you'll fly when you get hit, making it harder to jump back in the "ring." The cute and simple look of the game can be deceiving at first, but a couple of grueling battles should make it apparent that there's a lot of depth and strategy to this game. That's right, put your little Nintendo Beanies away. No more Mr. Nice Guy!

The Characters

All the characters have similar button commands, but the resulting moves and the amount of damage each one can do varies from character to character. The damage level indicated below is the maximum amount of damage that a certain move can do. Remember, if you keep using the same move over and over, the damage level of that move will decrease...so mix it up!

Mario

Naturally, the famous plumber is the most well-balanced character of the bunch. He has damaging attacks, can jump high and even take a few hits. His Headbutt move is a nice way to launch opponents into oblivion to finish them off.

A	Punch	2%
A, A, A	P,P,K Combo	8%
Forward, **A**	Roundhouse Kick	14%
Up, **A**	Twirling Uppercut	10%
Down, **A**	Low Kick	12%
Forward + **A**	Smash Move	18%
Up + **A**	Headbutt	19%
Down + **A**	Leg Sweep	17%
Jump, then **A**	Jump Kick	14%
Jump, then Forward + **A**	Side Kick	16%
Jump, then Down + **A**	Spin Kick	24% (8 hits)
Jump, then Back + **A** (while facing back)	Back Kick	16%
Run + **A**	Sliding Kick	12%
B	Fireball	6%
Down + **B**	Whirlwind Punch	14% (14 hits)
Up + **B**	Uppercut Combo	15% (9 hits)
R button to grab, then any button	Throw	12%
R button to grab, then Back	Spin Throw	16%
L button	Big Mario Taunt	—

General Tips

- Use the yellow **C** buttons to jump instead of the analog stick; it will give you more precision.
- After two jumps, most characters can do a third by using the **Up** + **B** special move. After the third jump, however, the character will not be able to do another jump or move until after he or she lands on a platform.
- Use the **Z** trigger to activate the shield. The shield will dwindle if it takes too many hits. If it breaks, the character will become dazed, so be careful.
- Using the same move over and over will decrease the damage level of that move. You will also be penalized with negative points for Cheap Play.
- Each stage has a unique set-up which you can always use to your advantage. Learn the tricks and traps of every stage.
- Often, the one who gets to an item first is the winner of the game.
- After you master the basics, try expanding your fighting technique by learning to hit players as they try to recover from a distance. It will add a whole new dimension to the game.

Items

Maximum Tomato	Recover to up to 100% damage
Heart	Full Recovery
Star	Invincibility
Beam Sword	thrown—15%, regular—15%, Smash—25%
Homerun Bat	thrown—18%, regular—7%, Smash—10% + instant victory
Fan	thrown—8%, regular—2%, Smash—8%
Star Rod	thrown—11%, regular—10%, Smash—12% (far)/34% (near)
Ray Gun	thrown—12%, regular—10%
Fire Flower	thrown—10%, regular—177% (59 hits)
Hammer	regular—30%
Motion Sensor Bomb	thrown—10%, when activated—30%
Bomb Trooper	thrown—36%, when activated—31%
Bumper	thrown—6%
Green Shell	thrown—23%
Red Shell	thrown—15% (remains spinning on platform)
Monster Ball	regular throw—16%, Smash throw—20%

Besides the Tomato, Heart and Star, most items have two different attack commands once they are picked up: a regular attack using **A** or a Smash attack using Forward + **A**. An item can also be discarded by pressing the **R** button, or even thrown at an opponent by pressing the **R** button and directing it with the analog stick.

Resulting Pokemon:	
Snorlax	Super Stomp
Charizard	Fire Attack
Meowth	Coin Attack
Blastoise	Blue Blast
Starmie	Star Blast
Beedrill	Hornet's Nest
Chansey	no effect
Goldeen	no effect
Onix	Stone Rain
Hitmonlee	Super Kick
Koffing	Poisonous Gas
Clefairy	mimics others
Mew (very rare)	no effect

A	Punch	4%
A, **A**	One-Two Punch	8%
Forward, **A**	Right Hook	13%
Up, **A**	Swatting Move	13%
Down, **A**	Low Swat	8%
Forward + **A**	Smash Move	21%
Up + **A**	Hand Clap	21%
Down + **A**	Split Kick	19%
Jump, then **A**	Whirl Punch	12%
Jump, then Forward + **A**	Fist Smash	16%
Jump, then Down + **A**	Feet Stomp	13%
Jump, then Back + **A**	Elbow Smash	10%
Run + **A**	Dash Kick	12%
B to charge, then **B** or **A**	Wind-up Punch	36%
B, Forward or Back	Evade	—
Down + **B**	Ground Slap	10%
Up + **B**	Helicopter Punch	12%
R button to carry, then any button	Carry and Throw	8%
R button to grab, then Back	Over the Shoulder Toss	18%
L button	Shrug	—

Donkey Kong

DK packs a lot of power and is pretty hard to blast away since he's the heaviest of the bunch. His size, however, does leave him vulnerable to multiple attacks and he also lacks speed. DK's Wind-up Punch takes a little time, but it'll catapult anyone into the sky!

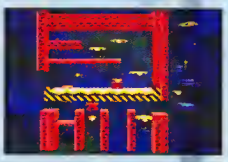
Bonus Stages

The bonus stages are not essential when it comes to clearing the 1st Player Game. If you want to score high, however, you should go for it. Also, certain hidden features require that you complete the bonus stages (see Hidden Characters and Extras). Listed below are key points in the two bonus stages for each character to help you get through. The triple jump for most characters can be done by jumping twice, then using the Up + **B** move for a third boost.

Mario

Bonus 1

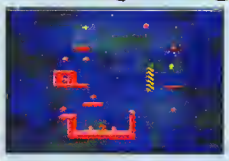
1. Break the four targets around you and do a triple jump up to the high target.
2. Get under the moving platform and use a Fireball on the target off to the right below.
3. Break the target on the moving platform and super jump to the high left platform
4. Break the left targets on the way down, then jump beneath the last platform for the last target.



Bonus 2

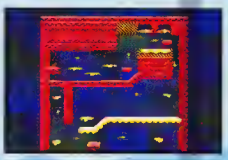
1. Step on the three easy platforms, then quickly jump on the three moving platforms in succession.
2. Fall down to the bottom level, then hit the next two platforms without being pushed down by the moving ceilings.
3. Use the blue platforms to get on the last two platforms using the triple jump..

Donkey Kong



Bonus 1

1. Break the three easy targets and get on the moving platform to hit the fourth.
2. Use the B button to punch through the boxed target and jump up to hit the other two.
3. Get up to the high platform and time your jump so you land perfectly on the narrow yellow and black platform.
4. Triple-jump up to the highest target. Hit the target off to the right and hit the last target as you fall off the last platform.



Bonus 2

1. Step on the three easy platforms and use the moving red platform to jump through the top two platforms.
2. Fall down to the lower platform, then do a triple jump to the next one.
3. Finally, jump under the red divider to the left and quickly jump up to the next platform and triple-jump your way up to the last one.

Link

Adult Link' has a long reach and considerable attack power. His heavy sword makes him a bit sluggish and his jumping height is pretty limited. He has a cool Scorpion-like "get over here!" spear-chain to grab and throw opponents (I guess it was used to climb roofs in *Ocarina of Time*).

A	Sword Swipe	5%
A, **A**, **A** (repeatedly)	Infinite Slashing	1% per hit
Forward, **A**	Broad Slash	18%
Up, **A**	Upward Slice	15%
Down, **A**	Low Cut	12%
Forward + **A**	Smash Move	20%
Up + **A**	Triple Combo	24%
Down + **A**	Double Low Cut	16%
Jump, then **A**	Aerial Kick	10%
Jump, then Forward + **A**	Aerial Slice	20%
Jump, then Down + **A**	Downward Stab	18%
Jump, then Back + **A** (while facing back)	Backwards Double Kick	20%
Run + **A**	Running Jab	14%
B (can be aimed high or low)	Boomerang	9% (8% on return)
Down + **B**, then **A** or **B** to throw	Bomb	8% (consistently)
Up + **B**	Power Swing	21%
R button to grab, then any button	Spear-Chain	14%
R button to grab, then Back	Spear and Back Kick	16%
L button	Pose	—

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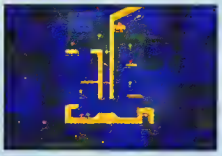
Link



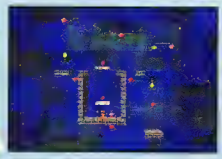
Bonus 1

1. Hit the target next to you and get on the platform to the left. Use your bomb to get the one off to the left.
2. Jump up to the high platform, hit the one there, then do a triple jump up to the top target. Fall down the chute and hit the next two.
3. Get on the moving platform to the right and jump up to the next moving platform for the next target.
4. Triple-jump your way up to the top corner target, then triple-jump and smash the target floating to the right.
5. Fall down to the farthest left platform. Fall directly under the last target and jump up to it.

Bonus 2

1. Jump on the four easy platforms that surround you. Jump up to the rotating platforms and land on the one in the center.
2. Jump to the platform off to the right and fall below. Fall under the gap and triple-jump up into the platform tucked away.
3. Carefully jump back to the top, making sure that you don't get shoved off by the moving block.
4. Now head left and hit the high platform. Fall down to the platform with the moving block without getting shoved off.
5. Jump up to the tucked away platform. Jump off and fall towards the last platform. Jump and triple-jump right when you're under the dividing wall to reach the last one.

Samus Aran



Bonus 1

1. Break the two easy targets. Jump up to the left ledge, quickly jump down, destroy the target below and quickly jump back up to safety.
2. Triple-jump up to the highest target, then hit the target sitting on the middle moving platform.
3. While still on the moving platform, shoot the target immediately to the left.
4. Fall down to the small platform. Quickly jump down, hit the target below and jump back on the platform.
5. Jump up and shoot at the furthest right target. Fall below and hit the last one.

Bonus 2

1. Step on the two easy platforms and do a triple jump to the furthest right platform.
2. Fall down to the moving platform below. When the platform moves to the left, triple-jump to the next platform to the right. Make sure you let yourself fall low before double-jumping so you can make it.
3. Jump up to the left cascading platforms. Keep jumping on them so you can hit two of them.
4. Triple-jump up to the far left platform. Fall down into the gap, then use the Z button and move left to roll under the bumpers. Jump up through the ceiling.
5. At the very top ledge, do a triple jump to the last platform. Again, make sure you fall pretty low before the second and third jump to give you distance.

Samus Aran

Samus' suit protects her from being blown away too easily and her quickness makes her a pesky foe. Her attacks are not the strongest in the game, but a fully charged blaster can send even Giant Donkey Kong flying into the void.

A	Punch	3%
A, **A**	Double Punch	8%
Forward, **A** (can be aimed low)	Roundhouse Kick	10%
Up, **A**	Overhead Kick	13%
Down, **A**	Sweep Kick	13%
Forward + **A**	Smash Move	18%
Up + **A**	Napalm	10%
Down + **A**	Super Roundhouse	16%
Jump, then **A**	Aerial Kick	16%
Jump, then Forward + **A**	Aerial Torch	20% (4 hits)
Jump, then Down + **A**	Summersault Kick	14%
Jump, then Back + **A** (while facing back)	Hind Kick	14%
Run + **A**	Shoulder Charge	12%
B to charge, then **B**	Charged Blaster	26%
Down + **B**	Rolling Mine	9%
Up + **B**	Berserker Combo	15% (15 hits)
R button to grab, then any button	Whip Throw	16%
R button to grab, then Back	Back Whip	18%
L button	Shake Fist	—

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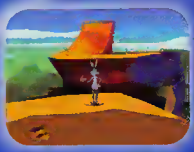

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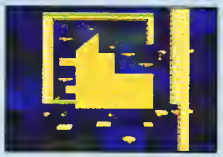
Yoshi

Bonus 1

1. Hit the two easy targets next to you. Use the Smash Move to bash through the wall and hit the boxed-in target to the right.
2. Jump up to the two platforms above and triple-jump up to the high target sitting on the platform.
3. Get on the moving platform and do a double jump, then throw an egg at the highest target. Go down and hit the target under the moving platform.
4. Triple-jump all the way across to the right side. Throw an egg and angle it downward so it hits the target to your right.. Throw eggs at the top two targets.
5. Get on the moving platform below and ride it to the far right. Jump right under the last target and jump up to hit it.

Bonus 2



1. Avoid the jutting walls and step on the two platforms above.
2. Jump down to the next three.
3. This is a little tricky: Watch the light-up platform go by and count four regular platforms. When the fourth regular one goes by , jump and the light-up platform will follow. The platform will fall faster than you; when it's right under your feet, press Down and step on it.
4. Immediately jump off to the platform tucked away on the right.
5. Jump to the right to the rotating platforms. Quickly jump in succession so you step on each one. Triple-jump to the last one on the left.

Kirby

Bonus 1

1. Hit the two easy targets next to you. Float up to the platform above and hit the target there and the one to the right.
2. Float all the way to the top and fall down the chute and hit the next three. Fall all the way down to the bottom moving platform below and hit the target.
3. Float under and up to the tucked away target, then do a triple jump up to the last one.

Bonus 2

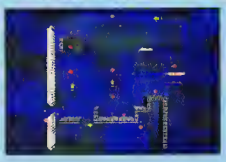
1. Step on the three easy targets next to you. Float up to the next one, then turn Kirby into a stone block and blast through the bumpers.
2. Wait for the passing platform by floating in the air so when it comes down, you can just slip in between the platforms and press Down to set your feet down (like Yoshi's Bonus 2).
3. Immediately start floating up the chute to the next platform. Take the lifts up to the top and step on the platform up there.
4. Fall down the gap and use the Z button to roll through the bumper. You are able to walk on these slopes without sliding down. Walk to the left and triple-jump up to the target in the far right corner.
5. Fall all the way down the chute and veer left. Once you clear the jutting ceiling overhead, triple jump up to the last platform.

Yoshi

A	Kick	3%
A, A	Double Kick	8%
Forward, **A** (can be aimed low)	Swift Kick	13%
Up, **A**	Dolphin Nose	12%
Down, **A**	Tail Sweep	10%
Forward + **A**	Smash Move	18%
Up + **A**	Nose Hammer	18%
Down + **A**	Double Tail Sweep	13%
Jump, then **A**	Aerial Kick	14%
Jump, then Forward + **A**	Air Hammer	18%
Jump, then Down + **A**	Multi Kick Combo	56% (14 hits)
Jump, then Back + **A**	Hind Kick	16%
Run + **A**	Head Charge	12%
B	Egg Hatch	5%
Down + **B**	Spiral Smash	18%
Up + **B** (hold to throw higher)	Egg Toss	14%
R button to grab, then Any Button	Tongue and Toss	12%
R button to grab, then Back	Back Toss	16%
L button	Yoshi Wave	—

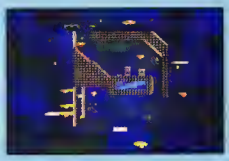
Yoshi lacks a super move that lets him do a third jump, but his regular double jump can give him lots of distance to float back to safety. His double jump also protects him from being blown away! His Multi Kick Combo from the air is the most damaging move in the game. Unfocused players against Yoshi could also find themselves being dropped like an egg.

Fox McCloud



Bonus 1

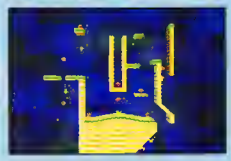
1. Break the surrounding four easy targets, then jump to the floating platform to the right. Hit the target there and jump up to the next platform.
2. Jump, hit the high middle target and Rocket your way to the high left platform.
3. Fall and jump underneath the tucked-away target to hit it. Hit the target under it and fall down.
4. Shoot the target between the moving gap to the left. As you jump off the last platform, shoot the last moving target to the right. If you miss, you'll have to start over!



Bonus 2

1. Jump on the first three light-up platforms, then get on the moving platform. Avoid the bumpers as you head up.
2. Fall down to the platform below between the gap. Slide down the slope, eventually triple-jumping over the jutting platforms to the next platform.
3. Jump back up to the top and step on the highest platform. Follow the structure down to the right side and drop down to the platform on the far right.
4. Triple jump down to the lowest platform. Next, ride the moving platform up to the next one and jump to it.
5. Wait for the next moving platform and ride it until you're right under the chute to the last platform (beware of the bumper along the way). Triple-jump up the chute for the last one.

Pikachu



Bonus 1

1. Break the three easy targets, then stand on the right edge. Fire a Pikachu lightning attack and the bolt will follow the ledge down to the low target.
2. Jump up to the platform above and break the target. Jump up to the next ledge and throw another bolt down the chute to hit the target below. Next, throw another bolt down the middle chute to hit the target at the bottom.
3. Jump to the left platform and hit the target. Finally, fall down the gap and hit the last two.

Bonus 2

1. Step on the first four easy platforms. Jump down the moving steps and step on the two platforms below.
2. Jump over the irregularly-shaped moving blocks and hit the next moving platform.
3. Jump off the left ledge and jump up onto the next platform as soon as you clear the dividing wall.
4. Jump above to the next platform, then do a double jump and Pikachu's Zapping Jump up to the top. Move the stick to the Right and to the Left while doing the Zapping Jump so you can zap twice.

A	Punch	3%
A, **A**, **A** (repeatedly)	Infinite Punch	1% per hit
Forward, **A**	Spin Kick	10%
Up, **A**	Sunny Jump	12%
Down, **A**	Low Kick	9%
Forward + **A**	Smash Move	17%
Up + **A**	Overhead Kick	18%
Down + **A**	Split Kick	20%
Jump, then **A**	Aerial Kick	15%
Jump, then Forward + **A**	Twist Kick	20% (8 hits)
Jump, then Down + **A**	Super Combo Kick	38% (11 hits)
Jump, then Back + **A**	Hind Kick	20%
Run + **A**	Charge Attack	10%
B, then **B** to clone or **A** to expel	Cloning	—
Down + **B**	Turn To Stone	22%
Up + **B**	Sonic Blade	6% far/10%+3% near
R button to grab, then any button	Kirby Driver	13%
R button to grab, then Back	Reverse Slam	16%
L button	Return to Regular Kirby	—

The folks at HAL—developers of *Super Smash Bros.* and creators of Kirby—made sure their own character doesn't get kicked around by the other big-shots by giving him the ability to duplicate any opponent's power moves. He can also jump up to six times, making it difficult to keep him off the platform. His glaring weakness, however, is his feather-light weight, which makes him easy to blow away after just a few hits.

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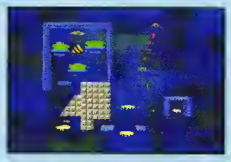
Luigi

Bonus 1

1. Hit the two targets and triple-jump up to the one above. Jump up onto the yellow and black platform and use it to get to the blue platform above to hit the target.
2. Watch the moving yellow and black platform below. As soon as it goes down and disappears from view, jump off the right side, hit the target below and immediately triple-jump onto the yellow and black platform before it gets too high.
3. Head over to the right side of the course and get on the small yellow and black platform to hit the tow targets above it.
4. Fall down to the moving platform below (ignore the target to the left for now). While standing on the moving platform, shoot a Fireball to hit the target under the yellow and black platform. If you jump up and shoot another Fireball, you should be able to hit the closer target if you time it right.
5. Now go back to the target you ignored earlier, fall and break it.

Bonus 2



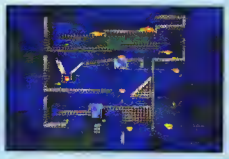
1. Step on the four easy targets as they rise out of the green pipes. Slide down the moving slope and fall down to the next platform.
2. Jump under the dividing wall and triple-jump up to the blue platform. Step on the platform to the right and the one above it.
3. Jump up to the platform swinging on the pendulum and use the red platforms to get to the top one.
4. Fall down to the blue platform on the bottom right. Fall under the blue platform and jump up to step on the last platform.

Captain Falcon

Bonus 1

1. Hit the two easy targets, then jump up to the right ledge and break the third one. Stand on the very edge and do a Falcon Punch to hit the target floating to the right.
2. Triple-jump up to the highest platform and break the target to the left. Jump over to the left side and break the target on the small platform. Triple-jump and hit the one above.
3. Break the two targets behind the left wall by using the Falcon Punch. Now head back to the very right edge, drop down under the last target, then jump up and break it.

Bonus 2



1. Run across the first two platforms. Step on the bobbing platform below. Fall down to the moving platform near the slope, then step on the next bobbing platform below.
2. Head back up to the platform moving up and down between the gap on the right side of the course and step on it. Now jump up to level ground, head to the right, jump over the gap and step on the next platform.
3. Jump up to the narrow right ledge and fall down to the platform directly under. Fall down again to the platform below. Fall under the dividing wall and double-jump onto the last platform.

Fox McCloud

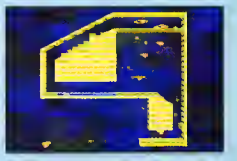
Fox is a little weak when he's outside of the Arwing cockpit, but he is the quickest player in the game. He can also jump really high with the aid of his Rocket Attack. Use the laser gun to blast the Master Hand when it's far away!

A	Punch	4%
A, **A**, **A** (repeatedly)	Infinite Kicks	1% per hit
Forward, **A**	Kick	9%
Up, **A**	High Kick	9%
Down, **A**	Tail Swipe	10%
Forward + **A**	Smash Move	17%
Up + **A**	Summersault Kick	16%
Down + **A**	Split Kick	14%
Jump, then **A**	Aerial Kick	14%
Jump, then Forward + **A**	Stab Kick	12%
Jump, then Down + **A**	Spinning Kick	14% (7 hits)
Jump, then Back + **A**	Air Split Kick	8%
Run + **A**	Dash Kick	10%
B	Laser Blast	5%
Down + **B**	Deflector Shield	—
Up + **B**	Rocket Attack	13%
R button to grab, then any button	Grab and Throw	12%
R button to grab, then Back	Back Throw	15%
L button	Indifferent Taunt	—

Jigglypuff

Bonus 1

1. Break the surrounding four easy targets, then jump to the floating platform to the right. Hit the target there and jump up to the next platform.
2. Jump, hit the high middle target and Rocket your way to the high left platform.
3. Fall and jump underneath the tucked-away target to hit it. Hit the target under it and fall down.
4. Shoot the target between the moving gap to the left. As you jump off the last platform, shoot the last moving target to the right. If you miss, you'll have to start over!



Bonus 2

1. Jump on the first three light-up platforms, then get on the moving platform. Avoid the bumpers as you head up.
2. Fall down to the platform below between the gap. Slide down the slope, eventually triple-jumping over the jutting platforms to the next platform.
3. Jump back up to the top and step on the highest platform. Follow the structure down to the right side and drop down to the platform on the far right.
4. Triple jump down to the lowest platform. Next, ride the moving platform up to the next one and jump to it.
5. Wait for the next moving platform and ride it until you're right under the chute to the last platform (beware of the bumper along the way). Triple-jump up the chute for the last one.

Ness

Bonus 1

1. Break the two close targets, then hop over to the platform to the left. Release a PK Thunder and direct it up into the gap under you to break the target.
2. PK Thunder the two targets above. Send another PK Thunder to the target tucked away up in the corner. You won't see it, but you'll hear it break.
3. Go back to the right side of the course and hit the target up on the high platform. Jump down into the maze and work your way down until you're standing in front of the target. Release a PK Thunder and watch the target burn, fall and smash the target below.
4. Head back up, drop down the chute and hit the last target.

Bonus 2

1. Fall down and hit all four platforms along the way. At the bottom, stand under the next platform, double jump, release a PK Thunder, curve it around to Ness' butt and blast him up to the platform.
2. Step on the next two platforms and again use the PK Thunder to blast yourself up the slope.
3. Jump up through the moving gaps, avoid the bumpers and land on the top platform.
4. Drop down to the next level and PK Thunder yourself up to the next platform. From there, PK Thunder yourself up into the last platform. You may want to jump a little to the left so you have space to curve the thunder around under you, then jolt yourself back into the gap.

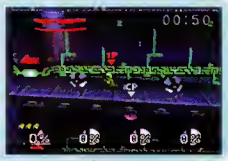
A	Punch	2%
A, **A**, **A** (repeatedly)	Infinite Headbutt	2% per hit
Forward, **A**	Side Kick	10%
Up, **A**	Tail Whack	11%
Down, **A**	Tail Sweep	12%
Forward + **A**	Smash Move	18%
Up + **A**	Summersault Kick	18%
Down + **A**	Spin Kick	16%
Jump, then **A**	Split Kick	14%
Jump, then Forward + **A**	Electric Spin	21% (7 hits)
Jump, then Down + **A**	Electric Smash	13%
Jump, then Back + **A** (while facing back)	Hind Kick	16%
Run + **A**	Rush Attack	12%
B	Pikachu Attack	7%
Down + **B**	Thunder Strike	28%
Up + **B**	Zapping Jump	—
R button to grab, then any button	Tumble Throw	12%
R button to grab, then Back	Zap Throw	18%
L button	PikaITaunt	—

Pikachu

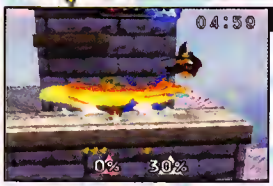
Pikachu is quick, pesky and displays a lot of power for a small yellow ball. His Zapping Jump can get you back to safety in a flash, but you can lose control if you get too reckless with it. The lethal Thunder Strike hits the closest surface to its source, so if you're standing under a platform, the thunder will hit whatever is above you instead of anything beside you.

Bonus 3

There is a third bonus stage toward the end of the 1st Player Game. The third challenge is the same for all characters; you just have to make it to the end of the last floor before the clock expires. You'll start from the top and three CPU enemies will come after you as you make your way down the obstacle. The key to this stage is to move the analog stick Forward twice to make the character run. This one's easy compared to all the others!

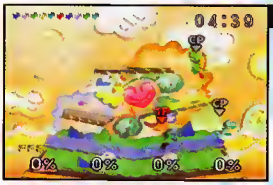


1 Player Game



1. Link

Link is just a warm-up match. He doesn't even move for the first few seconds! A good old Smash Move should have him out of the picture, since he is rarely successful in getting back. Throw Link into the Tornado to finish him off for a Tornado Clear Bonus!

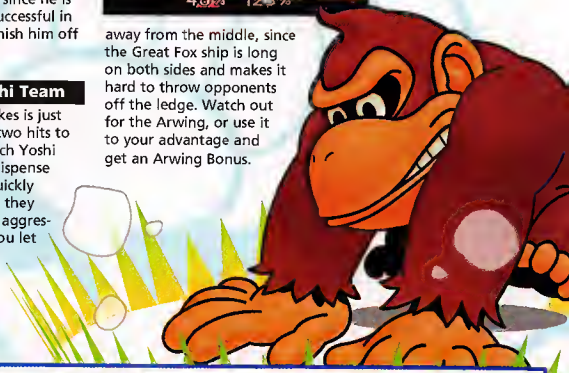


2. Yoshi Team

All it takes is just one or two hits to blast each Yoshi away. Dispense them quickly because they will get aggressive if you let them hang around. Grab a Hammer or a Homerun Bat to make your job easier.

3. Fox McCloud

Fox is a little more of a challenge, since he uses the shield and throws some counter-moves. Keep him away from the middle, since the Great Fox ship is long on both sides and makes it hard to throw opponents off the ledge. Watch out for the Arwing, or use it to your advantage and get an Arwing Bonus.



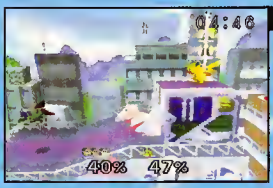
Luigi

Luigi is very similar to Mario except that he can jump a bit higher and a lot of his moves aren't as powerful. Surprisingly, his Dirt Kick Taunt actually does 1% of damage! Luigi's Headbutt move is also an excellent finisher.

A	Punch	2%
A, A, A	P, P, K Combo	8%
Forward, **A**	Roundhouse Kick	10%
Up, **A**	Twirling Uppercut	10%
Down, **A**	Low Kick	7%
Forward + **A**	Smash Move	15%
Up + **A**	Headbutt	19%
Down + **A**	Leg Sweep	17%
Jump, then **A**	Jump Kick	14%
Jump, then Forward + **A**	Side Kick	16%
Jump, then Down + **A**	Spin Kick	24% (8 hits)
Jump, then Back + **A** (while facing back)	Back Kick	16%
Run + **A**	Blind Punches	10% (5 hits)
B	Fireball	6%
Down + **B**	Whirlwind Punch	15%
Up + **B**	Flaming Uppercut	25%
R button to grab, then any button	Throw	12%
R button to grab, then Back	Spin Throw	16%
L button	Dirt Kick Taunt	1%

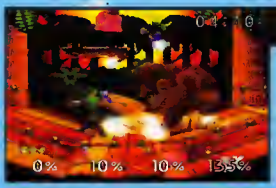
4. Mario Brothers

You'll get some help from a friend in this round and you'll need it! The Mario Brothers are pesky and will build up your damage meter with Fireballs. Keep an eye on your character; it can get very hectic and sometimes you won't know who's who! They're very good at returning to the platform, so try to blow them away sky-high.



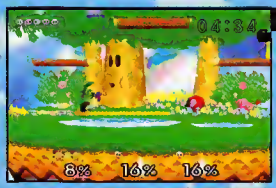
5. Pikachu

Pikachu likes to throw that powerful lightning, but he is a little clumsy. Keep blasting him toward the smaller platforms; he sometimes gets so out-of-control with his Zapping Jump that he will miss them. Watch out for the various Pokémon that pop out of the corner wall!



6. Giant Donkey Kong

Giant Donkey Kong needs to take at least 250% damage before you can even think of shoving him off. You'll have two other friends to help you and plenty of items. You can also get a Kong Defender Bonus if you throw him into the moving barrel below.



7. Kirby Team

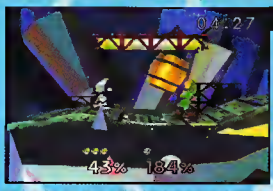
The Kirby Team has all the moves of all the other characters, so don't take them lightly like the Yoshi Team. Use the Smash Move as much as possible to make sure that you're knocking guys off the platform. The last two can be particularly tenacious, so don't let up!

8. Samus

The hot lava below will occasionally rise, restricting your fighting area. It's very difficult to blast Samus off the platform, since the lava pit stretches both ways; you'll have to try to blast her sky-high. Basically, it's an endurance match to see who will get blown away by the rising lava pool first.

A	Punch	3%
A, **A**, **A** (repeatedly)	Cascade Punch	1% per hit
Forward, **A**	Kick	13%
Up, **A**	Overhead Kick	14%
Down, **A**	Low Kick	11%
Forward + **A**	Smash Move	18%
Up + **A**	Uppercut	17%
Down + **A**	Sweep Kick	16%
Jump, then **A**	Jump Kick	16%
Jump, then Forward + **A**	Double Kick	12%
Jump, then Down + **A**	Stab Kick	14%
Jump, then Back + **A**	Hind Kick	16%
Run + **A**	Rush Attack	12%
B	Falcon Punch	26%
Down + **B**	Falcon Kick	15%
Up + **B**	Blaster Throw	20%
R button to grab, then any button	Grab and Throw	12%
R button to grab, then Back	Grab and Kick	16%
L button	"Show Me A Move!"	—

Captain Falcon is another fish-out-of-water like Fox and will have to fight without his vehicle. He has plenty of power and speed, but his aerial moves leave much to be desired. His Falcon Punch move comes in handy during the bonus stages since he can punch targets through walls.



9. Metal Mario

Patience is the key here. Metal Mario won't attack a whole lot, but he is mighty heavy. You'll need to inflict at least 300% damage on him before he goes down. Once he gets knocked out of the playfield, though, he's lousy at getting back in. There are plenty of items in this round.

10. Dummy Team

Like the Yoshi and Kirby Team, it's another match with many weak characters. Don't discriminate, just keep smashing away. Some of these guys like to pick up items, so get to them before they do!

11. Master Hand

The Master Hand doesn't have a damage meter; instead, it has 300 hit points and you have to bring it down to zero. The secret to the final battle is that normal **A** button attacks do a lot more damage than the special **B** button attacks. If your character can shoot projectiles, then by all means shoot the Hand when it's far away. Learn the patterns of the different Hand attacks and you should be able defend yourself properly. Be careful about using the shield too much because the Hand can smash through it and get you dizzy. It will get more aggressive as its hit points drop lower than 100.

Jigglypuff

Jigglypuff is in the game for no other reason than she's cute. As a fighter she is the weakest of them all and is easy to blast away. The only things going for her are her ability to put others to sleep and her long-distance jumping skills. Certainly not a winner's choice.

A	Punch	3%
A, A, A	Double Punch	7%
Forward, **A**	Roundhouse Kick	8%
Up, **A**	Tail Whack	10%
Down, **A**	Kick	10%
Forward + **A**	Smash Move	15%
Up + **A**	Headbutt	18%
Down + **A**	Split Kick	16%
Jump, then **A**	Long Kick	18%
Jump, then Forward + **A**	Aerial Kick	13%
Jump, then Down + **A**	Spin Kick	21% (7 hits)
Jump, then Back + **A**	Hind Kick	13%
Run + **A**	Rush Attack	10%
B	Hard Punch	13%
Down + **B**	Sleep Attack	14%
Up + **B**	Hypnosis	—
R button to grab, then any button	Grab and Throw	14%
R button to grab, then Back	Reverse Slam	16%
L button	Cutesy Taunt	—

Hidden Characters and Extras

Luigi

Beat the Bonus 1 challenge for all eight default characters. This can simply be done in Practice Mode. Challenge Luigi and beat him.

Ness

Beat the game without continuing with any character, on Normal difficulty and with only three lives in your stock. Challenge Ness after the credits roll and beat him. Another way to get the Ness challenge is to score above 600,000 points (which is very hard to do if you continue).

Jigglypuff

Beat 1 Player Mode with any character, on any difficulty and with any number of lives in your stock. Challenge Jigglypuff after the credits roll and beat her.

Captain Falcon

Beat 1 Player Mode in under 20 minutes with any character, on any difficulty and with any number of lives in your stock. Challenge Captain Falcon after the credits roll and beat him.

Classic *Super Mario Bros.* Stage

Beat the 1 Player Mode using all eight default characters on any difficulty and with any number of lives in your stock. Then battle on all eight stages in VS. Mode (you can just enter each stage and immediately quit out of it). The Classic Super Mario Stage will appear in VS. Mode.

Sound Test

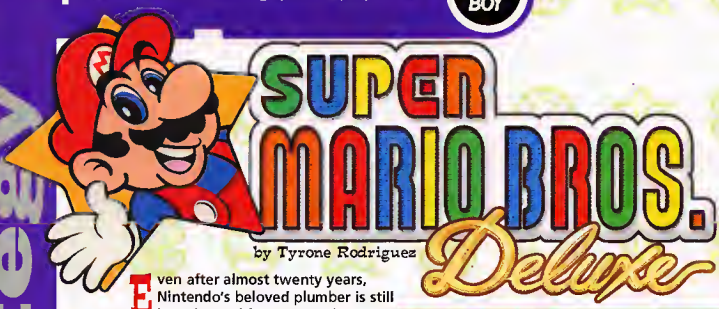
Beat both Bonus 1 and Bonus 2 challenges using all twelve characters. This can also be done in Practice Mode. The Sound Test will become available in the Option Menu. You can listen to all the songs and sound samples in the game!

Item Select

Play VS. Mode 100 times and an Item Select menu will appear in the Option menu under VS. Mode. You will be able to determine what items will appear during a VS. battle.

A	Punch	2%
A, A, A	P, P, K Combo	8%
Forward, **A**	Kick	10%
Up, **A**	Uppercut	8%
Down, **A**	Swift Kick	3%
Forward + **A**	Smash Move	20%
Up + **A**	High Yo-yo Attack	19%
Down + **A**	Low Yo-yo Attack	21%
Jump, then **A**	Jump Kick	14%
Jump, then Forward + **A**	Air Punch	12%
Jump, then Down + **A**	Downward Kick	15%
Jump, then Back + **A**	Hind Kick	16%
Run + **A**	Dash Punch	12%
B	PK Fire	16%
Down + **B**	Deflector Shield	—
Up + **B** (directed with analog stick)	PK Thunder	6% (no damage to Ness)
R button to grab, then any button	Grab and Throw	16%
R button to grab, then Back	Back Throw	16%
L button	OK Taunt	—

This character from the Super NES RPG *Earthbound* may be small and light, but his arsenal makes him one scary foe. He's a little sluggish in the air and may be prone to many attacks. Ness has a unique power jump where he can use the PK Thunder attack to light his own butt and blast back to safety! It takes a little practice, but once you master curving the projectile bolt back to Ness, it's impossible to knock him off!



by Tyrone Rodriguez

Even after almost twenty years, Nintendo's beloved plumber is still in action. With over two dozen games to his credit, the Italian stallion remains a huge video game icon. The release of this revamped *Mario Bros.* adventure comes just in time to celebrate the Game Boy's 10th anniversary. In addition to the original *Super Mario Bros.* game, this cartridge also includes a versus race mode. By linking two Game Boys together, you and a buddy can go head-to-head. The idea is to see which player can complete a given course more quickly. You can foil your opponent by using traps and switches lying throughout the courses. Since the standard game is nothing new, I've put together maps for all of the two-player levels. These will help you get to know a course before you blast through it.

Basic Tips

- Remember that coins are counted when a tie occurs. Try to get as many as possible without going out of your way.
- A happy block signifies that you can pass through a trap, but your opponent can't. If the block is angry, you'll need to switch it.
- The fireballs from the Fire Flower can be used to hit your opponent. They won't kill him, but you might be able to slow him down.

Icons/Items

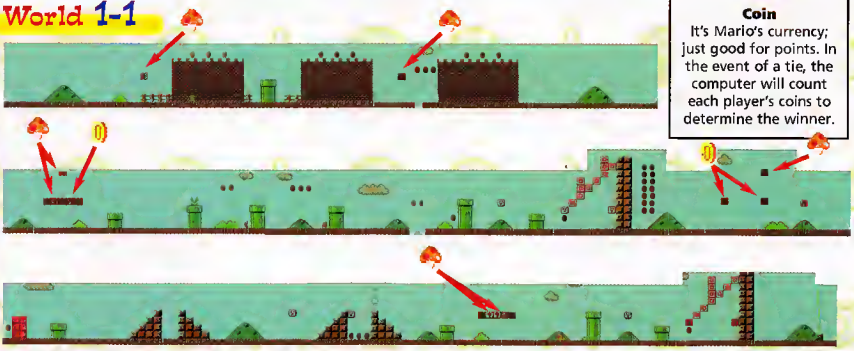
Mushroom
This friendly fungus will change small Mario into Super Mario.

Fire Flower
If acquired by Super Mario, you will earn the ability to shoot fireballs by pressing the **B** button. If you're small, the fire flower has the same effect as the Mushroom.

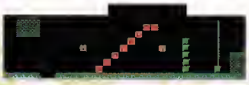
Star
Temporary invincibility is granted when Mario grabs this five-point star.

Coin
It's Mario's currency; just good for points. In the event of a tie, the computer will count each player's coins to determine the winner.

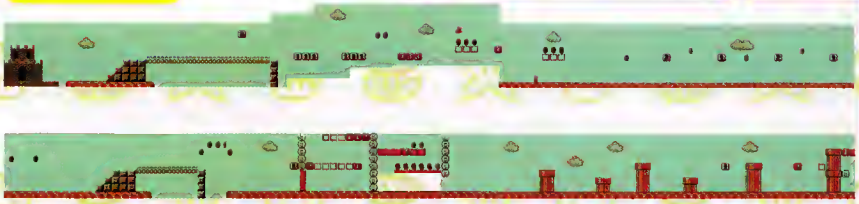
World 1-1

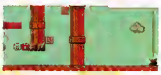


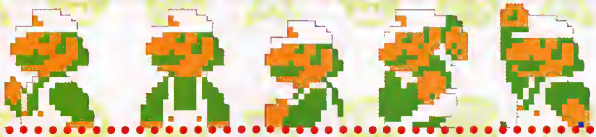
World 1-2



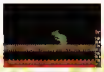
World 1-3







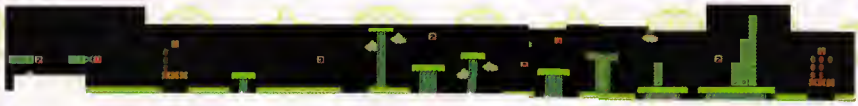
World 1-4



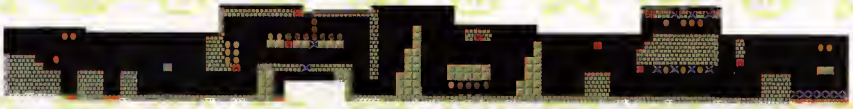
World 2-1

World 2-2

World 2-3



World 2-4



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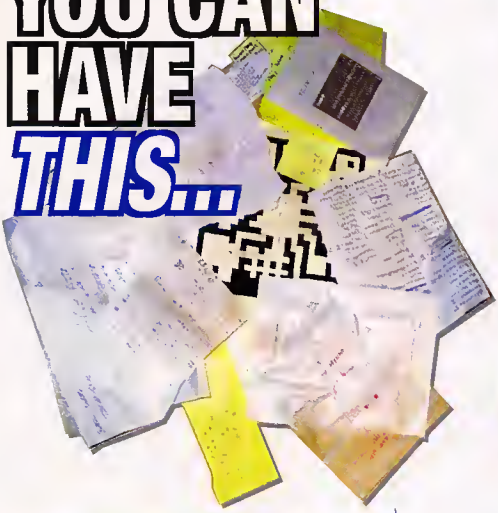

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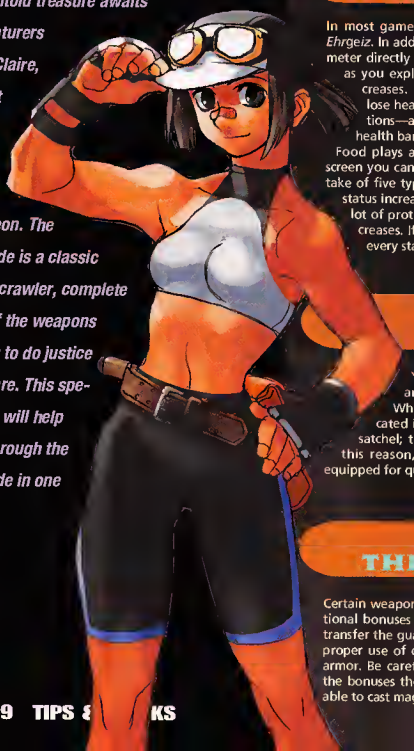
Quest Mode Strategy

by Pat Reynolds

Anyone who has played Diablo will feel right at home with the Quest Mode portion of Squaresoft's Ehrgeiz. Like Diablo, the player is based in a small town from which a 21-level dungeon can be accessed and explored. Untold treasure awaits the adventurers Koji and Claire, who must work together to conquer the dungeon. The Quest Mode is a classic dungeon-crawler, complete with all of the weapons and items to do justice to the genre. This special guide will help you get through the Quest Mode in one piece.



WEAPON LORE

The only difference between Claire and Koji is the weapons they can use. Claire can use staffs and rods while Koji can wield the powerful two-handed weapons and Japanese swords. Both characters can use basic knives, swords, spears and knuckles. The equipped weapon determines the attacks and combos you can use. Knuckles, for example, enable you to strike quickly and pull off a devastatingly effective three-hit spinning kick attack, while a spear allows you to stab from a distance. As an added bonus, Squaresoft has included a variety of weapons and armor from *Final Fantasy VII*, which can be found at random throughout the dungeon. While I don't want to ruin the surprise of discovering these items, I can tell you that the earliest I found one (Cloud's Buster Sword) was level 10. The most powerful weapons, Masamune and Ultima, won't show up until the 19th or 20th floor. It's almost a whole quest in itself to find all of the *FFVII* weapons. Most of these weapons enable special combos by holding down the Attack button and releasing. They are all remarkably strong and very useful. If you find one, I recommend holding onto it and combining your guarded weapons with it to increase its strength.

THE NUTRITION SYSTEM

In most games, meat and other food refills your health. Not so in *Ehrgeiz*. In addition to the standard health meter, there is also a hunger meter directly below it. Your hunger gauge constantly, slowly depletes as you explore the dungeon. As it does, the health bar slowly increases. If you let the hunger gauge fully expire, you'll start to lose health rapidly. Food increases the energy meter. Healing potions—available in three flavors—are the only way to refill your health bar quickly.

Food plays a secondary role in the game as well. From the status screen you can access a nutritional balance chart, which tracks your intake of five types of food. Depending on your nutritional balance, the status increases you receive when you level up will be different. Eat a lot of protein (meats), for example, and you'll get higher attack increases. If you eat a well-balanced variety of foods, you'll increase every stat equally.

THE SATCHEL

Your inventory will hold 30 items, which can be accessed and used only when no monsters are in the same room. When in battle, you cannot change weapons or use items located in the inventory. Up to four items can be placed in your satchel; these can be used any time, including during battle. For this reason, it is important to have a supply of healing potions equipped for quick use at all times.

THE GUARDIAN SYSTEM

Certain weapons and armor are protected by guardians and have additional bonuses or penalties to their stats. The Blacksmith in town can transfer the guardian of one weapon or armor to another. Through the proper use of combining items, you can create a powerful weapon or armor. Be careful, though. Some of the guardians are evil; along with the bonuses they add to an item may come a curse, such as not being able to cast magic.

THE TOWN

The game starts in a hotel room in town. You'll automatically start as Koji. Downstairs the Hotel Manager will brief you on the game controls and give you a set of basic gear. Explore the town to get a feel for the different shops you'll be frequenting during the adventure.

THE HOTEL

This is where you start; you can also switch characters here. I also recommend using the hotel room as your base of operations. If one character falls in the dungeon, the other must rescue him/her. Unfortunately, when you die, everything you are carrying falls to the ground and cannot be used by the rescue character. I strongly recommend leaving a set of gear in the room, including armor, a weapon, at least one Materia orb and lots of healing potions. If you fall in the deep levels and your second character is unprepared...well, it's "Game Over," man. The Hotel Manager will also deposit any money you have with you into a credit account, usable by either character.

THE GROCERY STORE

Here is where you can buy foodstuffs to keep your energy high during your quest. Since food is extremely common in the dungeon, you probably won't be visiting this shop very often. You can sell excess food here for quick cash.

THE MERCHANT SHOP

Although the weapons and armor sold here are randomized every time you approach the counter, your character level determines their worth. The higher your level, the better the equipment you can get. You'll also want to bring any weapons and armor you find in the dungeon here to sell off for cash.

THE BLACKSMITH

You should stop here after each expedition into the dungeon to have your gear repaired. The Blacksmith will also combine any two weapons or armor items together for you, but he won't take cash for this service. Nope, you'll need to pay him with booze. Since beer, wine and other related beverages can only be found in the dungeon—and are somewhat uncommon—be sure to save them. Combining weapons and armor will result in a single item with all of the bonuses of the two chosen pieces. For example, if you combine a long sword with a + 1 Attack and + 2 Defense bonus with an axe (- 1 Attack, + 1 Defense), you'll get a long sword with no Attack adjustment and + 3 to Defense. Even better, you can repeat the process using your newly-combined weapon and another to create an even better product.

THE RESTAURANT

This dining establishment has lost its chef to the dungeon. If you bring the recipe books that you'll find during your adventure here, the waiter will read their contents for you, which usually include information on various aspects of the dungeon. You can also play a simplified stock market game in which you buy and sell red or white wine. It's kind of lame, but you can make a fast buck if you—say it with me, kids—"buy low, sell high." A sword-swinging dungeon crawler and a lesson in economics; what value!

THE MAGIC SHOP

You can ay through the entire quest without visiting this shop; it only sells the green magic materia needed to use magic. Paying hard-earned money for this should be a last resort, because you'll find enough of it for free in the dungeon.

THE FORSAKEN DUNGEON

The dungeon is where most of the adventure takes place. It's randomized every time you start a new game, but there are always 21 levels and certain events always take place on the same floor, such as boss battles or locations of special items.

There are three entrances to the dungeon in town. At the highest point is the doorway to the first level, where smart adventurers will want to begin. If you head to the highest plateau in the town, then head down the stone stairs located there, you'll find the door to Level 7. Finally, on the lawn in front of the Weapons Shop is a well which leads all the way to Level 13.

DRAGON WINGS

The most important item in the game, the Dragon Wings let you teleport out of the dungeon to restock in town, then return to the same room you left. You can only hold one Dragon Wing at a time, so never leave it on the ground or you won't find another. Dragon Wings can also be used in a trap as a quick escape, as long as it is in your satchel.

TRAPS

Hidden on the floor in many of the dungeon's chambers are round switches; they cause gates to slam down over the doors and monsters to warp into the room. Depending on the dungeon level, the stream of monsters can be light or intense, and won't let up until it reaches a set limit or until you kill off all of the current enemies very quickly. Being caught in a trap unprepared is the easiest way to die in the game. Be sure to always have healing items and a Dragon Wing equipped in your satchel in case of such an emergency.

ALTARS

You can offer any item to a guardian of your choice at the altars located in the dungeon. Only one guardian resides in an altar at a time, and each time you offer an item, the guardian changes. If you pick the right guardian, any weapons or armor you have which are protected by that guardian receive a bonus. The best way to maximize your chances of getting the right guardian is to use a Dragon Wing to return to town, dump all of your items and stock up on cheap 10g food at the Grocery Store. Return to the Altar and offer it to the same guardian until you get the bonus. This technique can be repeated as often as you like, up to a maximum guardian bonus of +6.

HIDDEN ROOMS

Throughout the dungeon are hidden rooms, which can be accessed by bombing a wall. Look for a hallway that runs left to right with two lit torches on the wall and drop a bomb between the torches. While there won't always be a hidden room, I found one about 80% of them time in these corridors. Hidden rooms generally will contain a powerful monster that will drop a good item, or they can be filled with food, weapons or other items.

DUNGEON TIPS

- Don't hang around the same level for too long unless you want to find monsters filling every room and hallway until you progress to the next level. On the other hand, spending time in the early levels to build up your characters isn't a bad idea.
- Some monsters are nearly immune to physical attacks but may be killed easily with magic. Be sure to have a spell ready at all times to fend off these creatures. I recommend Thunder or Ice, as these spells fire rapidly and travel in a straight line.
- Swap characters frequently. Not only does this maximize your energy and HP for free, but keeping both characters at about the same experience level is highly recommended and makes those rescue missions much easier.
- Head for the well first. There is a chance that you'll find a free high-level item in the corridor at the bottom. If there are enemies in there, hightail it out via the stairs, and don't even think of going through the door at the end of the hallway. If you get lucky and find a powerful sword or armor, it makes the early leg of your journey that much easier.

THE DUNGEON GUARDIANS

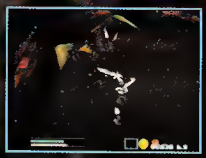
BOSS 1 (LEVEL 3)

There's no way to avoid trading hits with this guy, so just wade in there, block his initial punch and hit him back. He'll nail you immediately after you hit him, no matter how fast you block, so have some healing potions equipped for use and keep at him until he falls. You should be at least Level 5 before you tackle him. If he's doing too much damage, you can always leave the room and come back later.

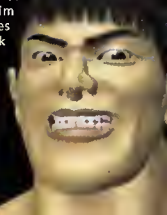
BOSS 2 (LEVEL 6)

This snake-tailed creature will lunge at you with an extremely quick attack; then follow up with a nasty two-hit slash. Block these attacks and lay into him with a combo of your own.

BOSS 3 (LEVEL 9)



This dragon has a three-hit attack and a diving attack. Try to keep moving around the room and avoiding his lunge, then strike with a combo. Hitting him from the sides seems to work well.



BOSS 4 (LEVEL 12)

The T-Rex is one of the biggest monsters in the game and is very hard to avoid in the confines of the boss room. His tail attack is fast and covers a wide area, while is bite attack is easier to avoid or block because you can see it coming. He can also breath fire, but you shouldn't have any trouble moving out of the way of that attack.

BOSS 6 (LEVEL 18)

This minotaur wields a powerful axe and is faster than he looks. He can strike without warning, so keep your guard up and attack while he's recovering from a swing.

BOSS 5 (LEVEL 13)

If you enter the well in town to access Level 13, you'll have to get past this huge octopus. It's always in the same place, in the room past the corridor at the bottom of the well. Unlike the other bosses in the game, you won't get any items or Materia for defeating it, just experience and the ability to progress into the dungeon. The octopus will lash at you with his tentacles. He's not very tough to beat if you are sufficiently powerful (if you've come all the way down to level 13 from the top of the dungeon, he'll fall easily enough). Basically, he's there to stop low-level characters from exploring Level 13 and maybe getting lucky by finding powerful weapons or armor.

FINAL BATTLE (LEVEL 21)

Level 21 is always monster-free until you reach the boss room, which is always preceded by a long stone hallway with torches on either side. When you reach this point, there are some things you should do in order to ensure your success. First, be sure that your second character is at the same level as the character you plan to fight the boss with. Second, make sure you've left enough gear for that character to get to Level 21 from Level 13 without breaking a sweat and still have enough life left to take on another boss. If you've done all that, it's safe to proceed into the next chamber of the dungeon.

The first boss you'll fight is a gray dragon, which can attack quickly but is fairly easy to avoid. It has a flame breath attack that moves very slowly and is easy to dodge. Wait for the dragon to lunge, then avoid it and attack. After this boss is defeated, be sure to refill your satchel with potions and proceed to the penultimate chamber of the dungeon.

You'll face a lava dragon, which is tougher to avoid than the previous dragon because of its wicked leaping attack and multiple fireball attack. Thankfully, this boss is a little bit easier to defeat than the last one. With some fancy footwork, good blocking technique and maybe a bit of magic thrown in, you'll beat him in no time...only to be killed by a powerful explosion that rips through the room.

Now you must guide your remaining character back down through the dungeon to level 21 to square off against the true final boss, Phoenix. Phoenix is a bit of a disappointment, though. He only has one attack, a sort of hopping kick which can be easily blocked and countered until he's defeated.

The prize for beating Phoenix is none other than Phoenix Down, and if you don't know what that does, you should be ashamed to call yourself a gamer. Return to the room where your first character is still dead on the ground and you'll be given a choice which will determine the ending of the game. Choose wisely...

SHADOW MADNESS

A huge shadow is covering the land, destroying everything in its path. Town after town is reduced to devastation and madness. A young hero named Stinger—whose hometown has been completely destroyed before his eyes—sets out to put an end to it. Joined by a forest girl and a robot made out of wood, the three young warriors set out to save the world from Shadow Madness.
This guide will help you when you are lost, or when you need a suggestion regarding what your next move should be. The dungeons and forests are all pretty easy; each one has a path that will take you where you want to go. The other paths will lead you to treasure chests and other helpful items.

by Rich Krupa

1 Port Lochane

This is where it all begins. Talk to the inhabitants to learn what is going on. Near the ruins in the western part of town, you will meet Windleaf, who joins you on your quest to save the world. Once your are done exploring, head to Fort Khelest in the village of Barleygrove.

2 Mountain Pass

You will have to pass through this area on your way to Barleygrove. Follow the path to the right under the falls to discover your third party member standing motionless within the hut. Further up the path is Stinger's cousin's house; you will have to complete an easy lockpicking game to enter. Once inside, you can rest and save your game.

• NOTE: On your way out of the pass you will come across Red Tom's cave. You do not have to enter here it is entirely optional. If you do choose to take on Black Tom, make sure you have reached at least Level 5. Attack with Stinger and Harv-5 while Windleaf heals; this will be your basic strategy throughout the game.

3 Enclaan

This is what is left of Windleaf's home. This is an optional area where you can talk to the townsfolk for some information. There's not much here except for a few people infected by the madness.

4 Forest Grove

This is another optional area, but it helps to complete the story.

5 Barleygrove

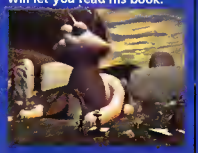
A guy in Barleygrove is asking for Kii nuts (found in Port Lochane). Give them to him if you have any. If you do, he will help you later, but if you do not it has no effect on the outcome of the game. Before you can advance you need to talk to everyone in town.

6 Rockra

If you previously leveled your characters up to fight Red Tom earlier, Rockra should be a breeze. Use the basic attack with Stinger and Harv-5 up front, while Windleaf stays back and picks off the mini-rockmen. Once Rockra is defeated, you're off to Karillon.

7 Cat Man

Here is another optional area where you can stop and receive a history lesson. Offer to clean his litter box and he will let you read his book.

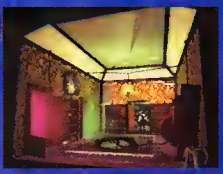


8 Karillon

Welcome to Karillon, the biggest city in the whole game. Become familiar with Karillon; you will be spending a lot of time here. Karillon is divided into three areas: Lower, Middle and Upper.
While in Lower Karillon you can shop, rest and even buy your own shop. You never make any money by owning the shop but it is fun to walk in and see your name on the door.
• NOTE: Hiding behind the graveyard is the Duelist's Place. Here you will have the chance to build up your levels and make some money. There are four thugs who will challenge you to a fight for 100 coins. Take them on as often as you like.
In Middle Karillon you will need to find Captain Willis to set up a meeting with the High Council in Upper Karillon. After meeting with the High Council, they will send you on two tasks. First, you will need to visit the Temple of Wisdom in Middle Karillon to seek advice from the Sages. Second, you must visit Abran's Smithy in Lower Karillon where Windleaf will learn the Shatter spell. Once these tasks are completed, go back to the High Council; they will direct you to the Gogarin Keep.

9 Gogarin Keep

Entering the Keep, you will be confronted by a Knight. Once he is disposed of, work your way to the upper level where you will find some Gogarin armor and a Level 4 skeleton key behind the bookcases. Now work your way to the door with another lockpicking game. This is a long one, so you might want to write down the movements to help you get past it. Behind this lucky door you will find Grimsmeer, who has to be defeated to continue. With Stinger and Harv-S in front, Grimsmeer has no chance. When he is defeated, you will discover the exit key.



10 Magic Academy

Reaching the Magic Academy, you are greeted by a spirit that explains your next two quests.

11 Anglerville

The object of this town is to clear out all the bad guys. Once you have completed the mission, visit the Pub to collect your bounty.

- NOTE: Be sure to return Emmon's Helm to Emmon at the Inn where he will reward you.
- NOTE: Also, in one of the homes you will find a stray cat; take it to the Cat Man for another reward.

12 Jynx

Entering Jynx, the party must go to the second floor of the Town Hall to speak to the Curator. A Wraith will appear, begging for your help to take his skull to the cemetery in Lower Karillon. When this is done, Jynx will be released from the spell and you can advance to the Magic Academy.

13 Magic Academy

When you are done with Anglerville and Jynx, you will be able to enter the Academy. Once inside, talk to all the Mages as you work your way down the spiral staircase. When you reach the Ether well, the Mages will sent you on a quest to Siltheria to find the Natragor Codex. Stinger and Harv-S will journey alone this time; Windleaf stays behind to learn the ways of the Magi.

14 Old Gubrath

Old Gubrath is an optional area. Again, stopping here will not change the outcome of the story in any way.

15 Gubrath Woods

On your way through the woods, you will be taken prisoner by cultists. This is where you will find your fourth member, Xero. Once Xero joins your group, you will take on the Shaman and his cultists.

16 Gamathel's Tower

The path to Gamathel is near the entrance to the Cultists village. Inside the Tower you will need to find the Codex, which is behind the bed in the master bedroom.

17 Magic Academy

With the Codex in hand, it is time for your third visit to the Academy. Upon your return, you will be reunited with Windleaf. With four members you are forced to split into two groups to take on different quests. Harv-S and Xero will go to Bene Brokul, while Stinger and Windleaf travel down under to Wyldern. Before you leave, be sure to divide your items equally between groups.

18 Bene Brokul (Harv-5 and Xero)

Walking to Bene Brokul, you'll be blindsided buy a group of Highwaymen. Using normal attacks, these guys are no challenge. In Bene Brokul, you will have to clean up the town by disposing of all the undead creatures. The last of the undead will appear in the graveyard when all the others have been defeated. After the town is cleared, you will meet with the Windtravelers through a cave on the south side of town.

19 Uhndrashi Plateaus

When you land here, work your way East to the Siltheria Desert.

20 Nomad Camp

In the desert, you will need to find the Nomad camp in one of four random oases. When the camp is found, go to the Old Man's tent, where you will be given the two crystals you need to enter the Ziggurat.

21 Ziggurat (Moon Side)

Here you will need to find and talk to the Moon Goddess. After you receive the Moon Key, go back to the Nomad camp and rest.

22 Ziggurat (Sun Side)

During the day, you must locate the Sun key from the Sun Father. Now that you posses both keys, you can enter Ziggurat.

23 Ziggurat

In the Hall of Spheres, make your way north where you will find Clemett stuck in a giant web. Use Clemett as your pointman to activate the switches and open the path to the Orb of Heavens. Find the Grand Khytynni who will grant you access to the Orb vault. In the Hall of Choices, the party must flip three switches in the proper order (left, right, middle). This will open the door to the vault where you will face the Orb Guardian. As you leave the vault, the Grand Khytynni will confront you. After defeating him, you are up against the clock before the Ziggurat is destroyed. Flee any battles on your way out because the timer continues to count down.

24 Artelier

Back in the Uhndrashi Plateaus, you will discover that the windtraveler has ditched you. Locate the giant green door that was locked before. Once inside, climb the wall to the upper level where you can talk to the Sages for an update on the local news. When you are ready, exit through the other side to find yourself in Siltheria.

25 Dobietown

Entering Dobietown, you discover that Velvet Tongue and his gang have taken control. It is your job to rid the town of all the bandits and Velvet Tongue himself. Once you succeed, the town will offer you 2,000 gold pieces as a reward. Give the money back in exchange for armor, which is more valuable than the gold.

26 New Gubrath

Your first stop in New Gubrath is the town lock-up. There you will need to release Clemett's friends from jail. After they have been released, visit them at their homes to receive the items you need to enter Clemett's house. Once inside, use the teleporters to reach the room with the Bog Gate control.

27 The Bog

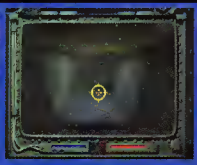
In the Bog Maze, you have to find three valves that will open the gates to Siltheria. Once out of the maze, head back through the Gubrath Woods and the Chunnel to get to the Magic Academy. This will be the end of the line for this quest.

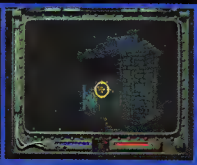
28 Karillon (Stinger and Windleaf)

Leave the Academy and head to Karillon to deliver a letter to the High Council. After reading the letter, the council will attempt to ring the bells and summon Eyre. You must enter the bell tower and defeat the Deathknoller, which has damaged the bells. After the Deathknoller is defeated, find Liam in Lower Karillon to have him repair the bells. Also stop in at the Hall of Wisdom to pick up the Clockswork Codex. While you are waiting for Eyre to arrive, go to the City Park and beat up on some mimes to gain easy EP points.

29 Eyre

Once Eyre has docked, Stinger and Windleaf need to find the minisub launch site on the Recreation Level. When ready to leave, you will enter the first minigame that Shadow Madness has to offer. Here you will pilot a small sub through corridors, working your way to the exit sign.





30 Diaglo's Dock

Arriving at the dock, you will meet Diaglo, who just yells at you to move your sub.

31 Pay's Hom

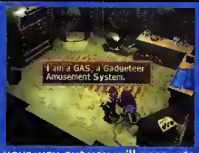
Here you will meet the final character in the game. Jirina joins your group to help defeat four guards blocking the entrance to town. Make your way through the town and find the entrance to the Hexite Mines.

32 Hexite Mines

The mines are a time-consuming maze of ladders and levels with only one path to the exit. Entering the mine, you will fight a guard, giving you the Bronze key. This key will lead you to the Bronze 2 level, where you will face the Captain and his troops to gain access to Silver 1. In Silver 1, you will find a ladder that leads to Silver 2 and the Silver key. With this key, access the Gold levels where you will once again face the Captain and his troops. Finally, you will pass through a Gold door into the Ore Processing chamber where you will face the Minelord. Using the same tactics as before, this battle should not be too difficult. After the Minelord is defeated, the mines will crumble and you will be returned to Pay's Hom.

33 The Garrison

Find General Pogras' bedroom and try to attack him while he is asleep. Don't freak when you are captured; you will meet some friends in prison that will help you escape. On your way out you will encounter the General blocking the exit. Once he is defeated, it'll be time to go for a ride in the Gadgeteers Mole Machine.



• **NOTE:** Be sure to search all the rooms here; especially the Torture Room, where you will find a hidden minigame on the computer. You can play this game as many times as you like. Just be sure to complete the whole game because it will unlock something later in the game.

34 Magic Academy

After both quests are accomplished, all six members regroup to be divided once again. Stinger, Windleaf and Harv-S will make their way to the Deep Forest Sea while Xero, Clemett and Jirina will journey back to Wyldern via the Mole Machine. The crater for the Mole Machine is South of the Magic Academy.

35 Garrison

This time you will meet with the Commander who gives you the Runes of the Org-Ta. The Commander informs you that Michi village is under attack and that you should go help. Your next stop is Michi Village.

36 Michi Village

It won't take long to clear out the village of all the bandits. When you're done, report back to the Commander and hop into your new boat.

37 Banori Caves

Upon entering the caves, you are poisoned and taken to Danshau's lair. After a brief meeting, Clemett suggests building a catapult. While the catapult is being built, you can roam through the caves and talk to the inhabitants. Return to Danshau's lair to start the second minigame. This time you are in control of your own catapult. There's not much to it, so just take aim and let it fly. After the castle has crumbled, you will face General Venal. No worries here; with a couple of normal attacks, the General will fall just like his castle.

38 Banori Trading Post

This is one of many optional areas.

39 Banori Tanglewoods

Once off the boat, Jolena will lead you to the Serene Gardens. While in the gardens, you will discover that Keerg has the Essence of Chaos and that his camp is in the Toparri Woods.

40 Keerg's Camp

The party will be greeted by a fake Priest who leads the group into a trap. After defeating the Priest, you will need to find the Shrine of Keerg and recover the Essence of Chaos.
When you have the Essence of Chaos, head back to the Garrison and take a ride in the Mole Machine. Back on Arkose, head to the Magic Academy to begin the next quest.

41 Karillon (Stinger, Windleaf & Harv-5)

Visit the High council once again to summon the floating city of Eyre.

42 Chiore

Once docked, take a ride on the Skyway to the city of Chiore. At the top, enter the pirate bar all the way to the right. Here you will meet Jacques and Pann who will help you sail to Castle Metaboline.

43 Voltaire Island

While sailing to Castle Metaboline, your ship is sunk and you are stranded on an island. There the party is led to Runke village, where they need to talk to the elders. After talking to the inhabitants, the party is attacked by Manheim, who puts the party to sleep and throws them into a cell. There is nothing you can do to avoid this. While Windleaf and Harv-5 wait in the cell, Stinger is taken to Captain Varley, who gives him the choice to kill the Pirate King for their freedom.

44 Petit Island

Here Stinger will find the Pirate King, only to discover a great secret. They will team up to defeat the evil Captain Varley. When Varley is vanquished, Stinger must sail to Treeside on the Sea Hawk and rescue his friends.

45 Treeside

After Stinger is reunited with Windleaf and Harv-5, they must go to Varley's mansion and search for Manheim. Once the three guards are defeated, you will discover that Manheim has escaped again.

46 Verne Island

This is an optional area—but to see all the tricks in the game, you will want to spend some time here. Inside the Gadgeteer hideout, you will find another hidden minigame on the computer in the lower left corner of the room. Just like in the Garrison, you can play this as much as you like. Be sure to complete these games and collect the item that appears.

47 Castle Metaboline

Here you will make your way through a lava maze in search of the Fire Stalker's Lair. Once the Fire Stalker has been defeated, you will need to escape before the time runs out. Just like before, avoid all attacks to make it out in time. When you awaken outside, you will discover that one of your party members did not make it. Don't cry too much; you will see that character again. Stinger and Windleaf will be taken inside the new Castle and brought before the Queen. After a mandatory rest, you must go to the top of the Castle and talk to the Queen again. This time she will give you the Blood of the Mage King.

48 Chiore

After receiving the Blood of the Mage King, the party must return to the skyway where Eyre is docked.

49 Magic Academy

All the party members are united once again just in time to see the fate of the Magic Academy. Here you will learn about the two final quests before the Spell of Banishment can be cast.

50 Artilier (Xero & Clemett)

Your first stop is Bene Brokul, where you need to contact Davin the windtraveler. Talk to him and he will take you to the Uhndrashi Plateaus. Head for the green door to enter Artilier. Once inside, climb the wall and collect the Scroll of Silence from the Sages. Return to Davin, who is still waiting for you this time.

• **NOTE:** This final quest with Stinger and the group can be somewhat tedious. It involves tons of traveling back and forth between places you have already been to a number of times. I suppose this would be a good time to pick up anything that you missed the first time through.

51 Karillon (Stinger, Windleaf & Jirina)

When you arrive here, visit the Mages within the Hall of Wisdom to collect the Orb of the Heavens. When you have the Orb, you will have to travel to Anglerville to board Eyre again.

52 Chiore

Board the Sea Hawk and sail to Castle Metaboline.

53 Castle Metaboline

Simply visit the Queen to acquire the Tablet of Metaboline. Board the Sea Hawk and return to Eyre.

54 South Cartoff Island

This is the beginning of the home stretch. Stinger and company must work their way to the top of the island, only to be taunted by Manheim one more time as he escapes. After you defeat the Flying Stalker he leaves behind, you must return to Eyre and regroup.

55 Nagruk (Stinger, Windleaf & Jirina)

On your way to Cyl Og Sul, you will have to face General Nagruk. He is a pushover, so just pound on him with normal attacks.

56 Council Building (Xero & Clemett)

Before you may enter the Council Building, you will have to defeat the four guards in the entrance. Once inside, you must find the Lair of Vrita and defeat it. When Vrita is destroyed, proceed to Cyl Og Sul.

57 Cyl Og Sul

Both groups will have to make their way to the Church in the center of town. Once inside the Church, the final attack is planned out. Here you will see the return of your missing comrade.

58 Tyr Og Nor (Stinger, Windleaf & Harv-5)

Make your entrance into the building through the sewer system. Once inside, you will have to find your way to the top of the palace where Grimsmeer greets you for the final time. On the top floor, you will need to search through six huts to find the keys to the talking door. You will be attacked by three guards on the other side of the door; defeat them and there will be no one left between you and Hokum. Hokum is kind of tough, but if you use the same strategy as with any other fight, you will succeed.

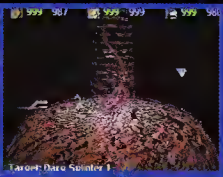
59 Tyr Og Nor (Xero, Clemett & Jirina)

These three will have to find a key to open the door to Manheim's lair. Once Manheim is defeated, Xero reclaims his body. Past the door you will encounter the Gauntlet Maze. Run with careful timing between the rolling stones to find the switches that turn off all the electric barriers and obstacles. After you exit the maze you will fight Manheim's head for the final battle before the Darg.

60 The Last Round

When both Manheim and Hokum are defeated, it is time to face the Darg. Before casting the Spell of Banishment, you are given one final chance to prepare. Take the time to heal both groups and to save one last time.
In the last battle to save the world, you will face two forms of the Darg. Stinger, Harv-S and Clemett will face the physical form; Windleaf, Xero and Jirina will face the spiritual form.

• NOTE: The physical Darg is not hard to beat at all. Just keep attacking him with normal attacks. You will face this form three times.



• NOTE: The spiritual Darg will fall easily to Windleaf's Apocalypse spell. You will face this form twice. After the fall of the Darg, sit back and watch the ending. It's kind of short, but all the story lines come full circle.

THE CAST

Stinger

Stinger is a young man with a bit of an ego. He has lost everything and is determined to put an end to the Shadow Madness sweeping the land.
Weapon.....Sword
Magic.....None
Location.....Port Lochane

Level	Experience Points	HP	Magic
1	—	75	—
2	400	160	—
3	928	245	—
4	1,808	330	—
5	3,040	415	—
6	4,624	500	—
7	6,560	585	—
8	8,848	670	—
9	11,488	755	—
10	14,480	840	—
11	17,824	925	—
12	21,520	999	—
13	25,568	999	—
14	29,968	999	—

Windleaf

Windleaf is a young magic user who is smarter than the average person.
Weapon.....Bow
Magic.....Tons of spells that pack a punch
Location.....Port Lochane

Level	Experience Points	HP	Magic
1	—	50	Beetle, Drakeball, Hawk, Soothing
2	400	135	Beeswarm, Flamebless
3	928	220	Gust, Python, Soothe All
4	1,808	305	Antidote, Snakebite, Spirit Bless
5	3,040	390	Armadillo, Kraken, Mending
6	4,624	475	Blindness, Ragesh'rlek, Windstrike
7	6,560	560	Drakestrike, Mend All, Owltalon
8	8,848	645	Siren Call, Soul Rise, Wolf Claw
9	11,488	730	Healing, Mammoth, Weakness
10	11,480	815	Drakewrath, Spellbind, Wyrm
11	17,824	900	Heal All
12	21,520	985	Cleanse
13	25,568	999	Apocalypse, Bodysoul Rise, Drake, Titan, Windwrath
10	29,968	999	—

Harv-5

Harv-5 is a harvester robot with qualities that often make it seem more "human" than a real person.
Weapon.....Scythe
Magic.....None
Location.....Mountain Pass

Level	Experience Points	HP	Magic
1	—	100	—
2	400	180	—
3	928	260	—
4	1,808	340	—
5	3,040	420	—
6	4,624	500	—
7	6,560	580	—
8	8,848	660	—
9	11,488	740	—
10	11,480	820	—
11	17,824	900	—
12	21,520	980	—
13	25,568	999	—
14	29,968	999	—

Xero Von Moon

Xero is a floating head, a Magewarrior who is over 500 years old.
Weapon.....None (until he acquires a body)
Magic.....The strongest of all three magic users
Location.....Gubrath Woods

Level	Experience Points	HP	Magic
1	—	—	—
2	—	—	—
3	—	—	—
4	—	—	—
5	—	—	—
6	—	500	Clarity, Midheal, Queen Brokul
7	6,560	580	Confusion, Psiphon, Strength
8	8,848	660	Midheal All, Psibless, Psychedelia
9	11,488	740	Lorestore, Mass Confusion, Psifreeze
10	14,480	820	Hiheal, King Fanoma, Vi or
11	17,824	900	Boogle, Prowess
12	21,520	980	Hiheal All, Nightmare
13	25,568	999	Mass Boogle
10	29,968	999	Full Restore, King Khelest, Sum of All Fears, Wraithform

Clemett

Clemett is a Gadgeteer who likes to shoot first and ask questions later.
Weapon.....Cannon
Magic.....Used only with his cannon
Location.....Hall of Spheres

Level	Experience Points	HP	Magic
1	—	—	—
2	—	—	—
3	—	—	—
4	—	—	—
5	—	420	—
6	4,624	500	—
7	6,560	580	—
8	8,848	660	—
9	11,488	740	—
10	11,480	820	—
14	17,824	900	—
12	21,520	980	—
14	25,568	999	—
14	29,968	999	—

Jirina

Jirina is an Org who hates bright light and anything that gets in her way.
Weapon.....Hands
Magic.....Good for healing (her physical attacks are stronger)
Location.....Pay's Hom

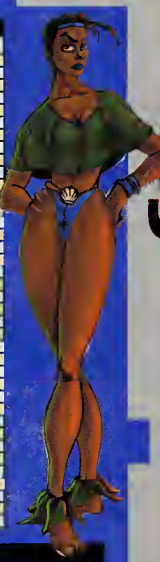
Level	Experience Points	HP	Magic
1	—	—	—
2	—	—	—
3	—	—	—
4	—	—	—
5	—	505	Mistheal, Venomrain, Warskill
6	4,624	590	Icebless, Icestrike
7	6,560	675	Mistheal All, Sweetmist
8	8,848	760	Icelace, Inept
9	11,488	845	All Heal, Stoutbody, Sunstrike
14	14,480	930	Rockskin, Stoneform
11	17,824	999	Potency, Sunblind
12	21,520	999	Maximize, Pathetic Foe
11	25,568	999	Blizzard, Boltscream, Nova, World Fury
14	29,968	999	—

MAGIC SPELLS

Jirina		
Spell Name	Description	MP
Borealis	Cosmic attack	25
Weakling	Reduces attack	50
Earthquake	Massive shockwave	50
Litehell	Restores HP (single)	25
Boltsun	Causes Slow	35
Tidalstrike	Tidal wave attack	35
Earthbless	Earthbow enchantment	25
Litehell All	Restores HP (all)	50
Durable	Raises Ability	25
Power	Raises Strength	25
Slowmist	Decreases attack rate	25
Stonehall	Stone attack	25
Mistheal	Restores HP (single)	75
Vanguard	Raises Defense	25
Wardkill	Raises Prowess	75
Iceblass	Ice lance enchantment	100
Icestrike	Ice lance attack	100
Mistheal All	Restores HP (all)	110
Sweetmist	Causes Confusion	110
Icedeep	Causes Sleep	125
Incent	Reduces Prowess	125
All Heal	Restores HP (all)	135
Stonefrost	Raises Fortitude	145
Sunstrike	Solar attack	135
Bedrock	Raises Defense	145
Stonefarm	Encase enemy in stone	145
Potency	Increases weapon damage	150
Sunblind	Reduces Prowess	150
Maximize	Increases Prowess and Strength	200
Pathetic Foe	Drains HP	200
Blizzard	Blast of arctic wind	250
Boltstream	Blast of lightning	250
Dawn	Solar laser attack	250
World Fury	Earth quake attack	250

Windleaf		
Spell Name	Description	MP
Beetle	Increases defense ratio	12
Drakeball	Fireball of dragon essence	12
Hawk	Summons a giant bird	50
Soothing	Restores HP (single)	12
Beesweam	Swarm of insect attacks	25
Flamebless	Enhance attacks	25
Gust	Wind attack	35
Leviathan	Magical sea serpent attack	35
Soothe All	Restore HP (all)	35
Antidote	Cures poison	45
Snakeblite	Snake attack	45
Spirit Bless	Spiritual enhancement	65
Armadillo	Increase ability and defense	50
Kraken	Water spirit attack	75
Mendee	Restores HP (single)	50
Blindness	Blinde target	100
Raggedstack	Fury of a thousand banshees	100
Windstrike	Air current attack	100
Drakestrike	Great lizard attack	110
Mend All	Restores HP (all)	110
Owltalon	Attack with razor sharp claws	110
Sleep Call	Mass Sleep	125
Soul Rise	Restores a fallen member	125
Wolf Claw	Savage claw attack	125
Healing	Restores HP (single)	135
Mammoth	Giant Mammoth attack	135
Weakness	Reduces attack power	135
Drakewrath	Rath of a dragon	140
Spellbind	Limits spellcasting	140
Wyrm	Astral serpent attack	140
Heal All	Restores HP (all)	150
Cleanse	Cures poison all states	200
Apocalypse	Summon a huge firestorm	250
Bad soul Rise	Restores a fallen member	200
Drake	Summons a Wyrm	250
Titan	Increases Ability and Defense	250
Vanquish	The breath of sea dragon	150

Xero Von Moon		
Spell Name	Description	MP
Pledge	Swarm of metal dagger	25
Pshield	Increases defense	25
Psidagger	Dagger attack	50
Paralysis	Paralyze one enemy	25
Lifeheal	Restores HP (single)	25
King Chindrash	Sandstorm attack	65
Awaken	Cures Sleep	35
Sleep	Induce Sleep	35
Lifeheal All	Restores HP (all)	35
Purify	Cures poison	50
Mass Paralysis	Paralyze all enemies	50
Psiscream	Energy blasts	60
Psiarmor	Increase Defense and Ability	60
Mass Sleep	Places all enemies to sleep	60
Clouds	Induce confusion	75
Mistheal	Restores HP (single)	75
Queen Beetle	Swarm of lightning bolts	75
Confusion	Target loses all senses	100
Psiblight	Absorbs HP from target	100
Strength	Boost strength	100
Mistheal All	Restores HP (all)	110
Psibless	Psiblade enchantment	110
Psiblasting	Power attack and ability	110
Lonestore	Restores a fallen member	125
Mass Confusion	Let chaos reign	125
Psifreeze	Encase in a block of ice	125
Mistheal	Restores HP (single)	135
King Fanoma	Massive tidal wave	135
Vigor	Cancel Slow	135
Boggle	Lower Prowess	145
Prowess	Increase Prowess	145
Mistheal All	Restores HP (all)	150
Soulsnare	Release souls of the damned	150
Mass Boggle	Lowers Prowess of all enemies	200
Hall Restore	Restores a fallen member	225
King Khalest	Firestorm	250
Scan of All Fears	Mystic assault	250
Wrathform	Restores all HP (single)	300



ARMOR

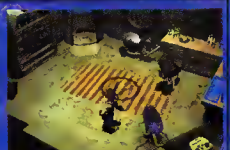
Type	Attributes
Assassin Armor	Def + 55
Assassin Gauntlets	Def + 35
Battle Gloves	Def + 50
Command Armor	Def + 40
Deathguard Armor	Def + 105
Deathguard Gauntlets	Def + 100, Str + 20
Deathguard Helm	Def + 100
Defender Armor	Def + 90
Defender Gauntlets	Def + 55
Defender Helm	Def + 50
Dendrolon Armor	Def + 120, Agl + 10
Desert Armor	Def + 30
Desert Gauntlets	Def + 15
Explorer Armor	Def + 105
Explorer Helm	Def + 100, Str + 10
Gogarts Armor	Def + 35
Incognito Helm	Def + 35
Infantry Armor	Def + 70
Legion Armor	Def + 105
Legion Gauntlets	Def + 120
Legion Helm	Def + 120
Mage Gauntlets	Def + 35
Mail Helm	Def + 35
Magic Armor	Def + 100
Magic Helm	Def + 95
Matador Armor	Def + 70
Matador Gauntlets	Def + 70
Matador Helm	Def + 70
Michi Armor	Def + 100
Michi Helm	Def + 95
Nubattle Armor	Def + 120, Agl + 15
Nubattle Gauntlets	Def + 125
Nubattle Helm	Def + 120, Sil + 20, Prw + 20
Paladin Armor	Def + 135, Sil + 15
Paladin Helm	Def + 130, Sil + 15
Platemail Armor	Def + 30
Platemail Gauntlets	Def + 30
Platemail Helm	Def + 20
Ranger Armor	Def + 40, Agl + 5
Ranger Gauntlets	Def + 35
Ranger Helm	Def + 35
Silver Gauntlets	Def + 70
Spellbind Helm	Def + 15
Steel Gauntlets	Def + 25
Steel Helm	Def + 25
Studded Armor	Def + 10
Studded Gauntlets	Def + 10
Tomarri Armor	Def + 100
Tomarri Gauntlets	Def + 135, Psi + 15
Tomarri Helm	Def + 135, Agl + 30
Travel Cloak	Def + 90
Treecat Gauntlets	Def + 125
Uhndrashi Armor	Def + 55
Uhndrashi Helm	Def + 50
Vanguard Armor	Def + 135, Str + 35, Agl + 15
Vanguard Gauntlets	Def + 95, Atk + 15
Warlock Helm	Def + 130, Prw + 25

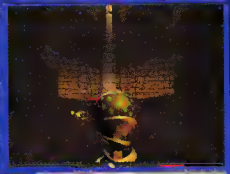
WEAPONS

Type	Attributes
Bloodthirsty Sword	Atk + 35
Earthbane Sword	Atk + 70
Flying Bow	Atk + 30
Forebane Sword	Atk + 120
Guardian The	Atk + 10
Gulbrallbane Bow	Atk + 40
Khylynni Scythe	Atk + 35
Liteglver Bow	Atk + 70, For + 15
Mace attack	Atk + 115
Metabodine Bow	Atk + 125
Omega Bow	Atk + 150, Agl + 20, Prw + 20
Omega Scythe	Atk + 75, Str + 35, Agl + 30
Quivers Bow	Atk + 150, For + 90, Agl + 90
Ranger Sword	Atk + 25
Reaper Scythe	Atk + 25
Sorry Bow	Atk + 35
Spiritual Blade	Atk + 55
Wolfeal Bow	Atk + 70, Str + 10, Prw + 10

THE SECRETS

The biggest secret in the game is the hidden cinema scene. To unlock it, you first have to find and complete the first-person shooter game in the Garrison. You'll find it on the computer in the torture chamber. The second one is in the Gadgeteer hideout on Verne Island. After completing the minigames, an item will appear that you need to pick up. Check your inventory and you should see Pandora's Cauldron. You can only use this when you fight the spiritual form of the Darg. (Beware: Save before you use it!) Enjoy the show!





The House of the Dead 2

PART 1

by Tyrone Rodriguez

After more than a year of waiting, Sega has released the sequel to one of our all-time favorite arcade gun games. *The House of the Dead 2: Original Sin* continues the first game's story of human experimentation. Once again, you assume the role of an agent attempting to stop the chaos. No longer is Curien the mastermind behind the atrocities. A man named Goldman is responsible for everything going awry. Running on the hybrid Dreamcast board, Naomi, *Original Sin* is a visual masterpiece. If *The House of the Dead* didn't scare you, this one will. The detail on the enemies and environments is remarkable. A few things have been modified in the gameplay department. For starters, the light gun system has been changed from the standard set-up to that used in *The Lost World*. You may notice sensors on the edge of the monitor; these are used to create a more precise signal. The only problem I've found is that light from an outside source can alter the calibration of the gun. *Original Sin* sports more paths than its predecessor; this one is also more difficult. That's not a bad thing until you reach the final boss. I think he might be a distant relative of Baron Von TokenTakker from *CamEvil*. In any case, this is still a fun game and that's what matters. I've detailed all the points of interest for the first two stages as well as strategy that can guarantee you won't get hit by bosses. Note that this strategy is for a one-player game; more enemies will appear when playing with a partner.

chapter one: a prelude

start

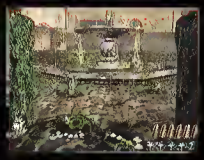
You'll begin Chapter One outside of the library. A shot to the head will kill the zombies wandering the avenue (they're David-type zombies). Inside the structure you'll immediately meet two zombies. The zombie sporting the blue button-up takes two shots to down; the other will go down with one head shot. Three more zombies will approach before you meet G. Your conversation will be cut short as two zombies bust through the door. An axe-wielding zombie takes out a hostage just outside the door; you cannot save this one. The next hostage is part of the only branch in Chapter One. A zombie follows a woman; kill the zombie following her (one of the vases behind the hostage and zombie has a medallion inside.) She pleads with you to save the man by the well behind you. This next one might be tough. Two zombies from the left and one from the right are assaulting him. Go for the head shots to save him. A crate behind the well holds a Health power-up if you need it.

- Go to Bypass if hostages were saved.
- Go to Courtyard if hostages perished.

the gun

One of the features of the new gun system is the ability to reload without firing off a shot; you simply aim the gun outside the screen to reload. If you can't get used to this method, you can still fire outside the screen to reload without wasting a bullet. If you use the old light gun trick to reload by covering the barrel with your finger, you'll find that the increased size of the barrel makes this technique more difficult. Instead of using one finger, try using the index and middle fingers of your free hand to reload; you won't even have to fire a shot. More on gun technique next month.

courtyard



Two zombies will bust the wooden gate open. Once again, a head shot is the best way to finish them off. Turning to the right, you'll have to cap some "ee-vil" frogs. Just as you get to the door after the frogs, two more zombies will greet you. Take out the axe zombie first—two shots to the head is all it takes. The other will go down with one well-placed shot.

- Go to Backstreet.

bypass

Saving both hostages will grant you access to the bypass. One of the two barrels here holds a Diamond. But before you collect your prize, save the elderly hostage crawling away from a zombie. Two more zombies will attack when you turn left. The one on the right has an axe; shoot him first, then go for the easy kill.

- Go to Backstreet.

backstreet

Some leeches will break out of a floor vent; each one takes one shot. One of the barrels near the little buggers hides a diamond. A zombie with a chainsaw will attack you before you reach a small bridge. He's a tough one! (Note that you won't battle the chainsaw zombie if you come from the Bypass.) From a window above the bridge, another zombie will attack by throwing axes. Still on the bridge, two Evitan zombies will attack. When you've finally crossed the bridge, two more armored enemies will attack. These enemies return from the first game even more powerful than before. After defeating the twin menaces, a door will open. Don't shoot! A boy is attempting to escape two zombies. These zombies

chapter two: muddy

the street

Your first objective is to save the hostage driving wildly. A zombie has latched onto his car. No more than two shots will re-kill this menace. If you save him, he'll regain control of the car and stop. A barrel behind him holds a medallion.

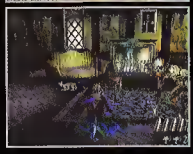
- Go to Upper Road if hostage was saved.
- Go to Watch Store if hostage perished.

boss: judgement type 28

I'd argue that this headless monstrosity is more of a challenge than some of the later boss characters. His entire upper body is impervious to your bullets. The area of his body that's covered with cloth can sustain damage, but not much. If you want to eliminate Judgement quickly, take aim at the flying creature. It flies in figure eight patterns. You'll have a clear shot every couple of seconds when the little guy decides to have Quarl (the big guy) attack. If you don't nail the flying creature at this time, you will take a hit. Seven shots will take down the giant. Now you'll have to contend with the smaller creature. He'll take various passes at you. His main formations are straight flight patterns towards the center of the screen and two formations in which he attacks you from the side. Three shots and he'll be crying for Sir Goldman.

watch store

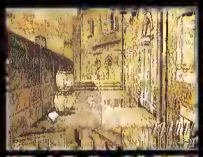
From the get-go, you'll have your hands full. Two zombies inside the Watch Store plan to have a hostage for lunch; stop them with a head shot each. Be sure to shoot the green crate and get the diamond. In the next hallway, two similar green zombies will attack. Moving down this same hallway, two enemies will break through a window. These are the more resilient armored-type zombies. Don't miss the barrels further down the corridor—a medallion hides within. After spotting the deadman, a chainsaw-wielding adversary will attempt to nail you. About three head shots will kill this monster. Turning back where you were headed you'll meet a David-type zombie accompanied by an undead axe warrior. A room in this hallway has a hostage for you to save and a Kageo zombie to re-kill.

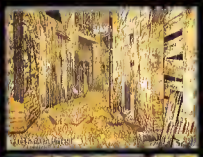


- Go to Sub Street

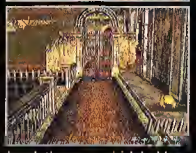
carry axes (one vase here holds another medallion). Four more zombies will attack; two from ground level, two dropping from the walkway above. This is your only chance to collect a golden frog in Chapter One. Two consecutive enemies will attack the last hostage. The first will try to toss a barrel down at her; the second will come from the door to her left.

- Go to Boss: Judgement Type 28





upper road



Two zombies will jump out of the back of a van. As you ascend a flight of stairs, three zombies will attack you from another stationary van. Venturing further down the deserted street, you'll be literally jumped by a knife-tossing zombie. You can eliminate this pest while it's still airborne; a couple of well-placed head shots and he's out like a light. Immediately after the lone attacker, two armored enemies attack. Head shots are good, but they bounce around too much. When the two armored zombies are gone, you'll have a split second to destroy two vases and capture the medallion inside one of them. The reason you won't have much time is because two owls descend upon you. One shot will take out each one. A cry for help will catch your attention. Two zombies attempt to break through a door to reach an off-screen hostage. Two crates just beyond these zombies hold a diamond for you to snag. The man who falls in front of you cannot be saved, but the zombie that killed him can be axed (pun intended). As you walk down the stairs, another killer owl will attack; take him out with prejudice. Before fighting two more knife-toting enemies, try to break the vases which hold a golden frog. When you beat the two aforementioned enemies you'll have to choose which way you want to go. If you shoot the key next to the dead man, you'll enter into one of the largest branches of the game. If you don't shoot the key you'll enter the Clock Tower.

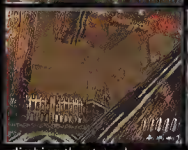
- **Go to Path to Waterway A if you shoot the key.**
- **Go to Clock Tower if you don't shoot the key.**

sub street

An enemy bearing two battle axes will open a door ahead of you. Just beyond him another ninja-like enemy will attack. Kill him before he hits the ground. Another duo of easy-to-kill zombies will follow. When you reach what looks to be a dead end, you will encounter a set of leeches. A bonus frog is hidden within one of the crates near the door. From inside the door, someone will cry for help. The body of an unconscious man flies out as the door swings open and a large, tubby zombie will rush you. Go for the head shots before you take a hit. You can't head up the stairs to the right until you kill the two flying owls. A lone ninja-like enemy will attack you while under the arc. You know how to deal with this baddie. The next two hostages will test your mettle. Two enemies will simultaneously attack two different hostages. Take the larger enemy out first, then get a head shot on the second zombie. Walking to the fountain, you will hear and see a hostage in serious need of help. She is trapped behind a large gate with zombies about to take her out.

- **Go to Bar 1st Floor if hostage was saved.**
- **Go to Waterway C if hostage perished.**

clock tower



Before you have the chance to enter the tower, two more assailants will attack. Some clean shots while they're diving at you will guarantee they won't hit the ground breathing. A quintet (anyone remember that game?) of Kageo-type zombies will walk towards you as you enter. Looking down the well, you can earn extra points if you shoot two David-type zombies. The slimes that fall from the gear can be eliminated in a same fashion as leeches. It won't be easy killing an axe zombie while climbing the stairs, but you must save the hostage. A chainsaw maniac will run towards you after you've saved the hostage; three shots to the head is all you need. From behind a set of barrels a Kageo-type zombie is about to make a move on a hostage. In this path it won't matter if you save her or not; your next destination will be Waterway C.

- **Go to Waterway C.**

water c

A series of Evitan sea monsters will attack relentlessly as you begin this route. A David-type zombie attacks you again after the Evitans. Facing to the right, a female hostage exits a building followed by an axe wielder. You're not out in the clear yet! If you saved her once, two Evitan zombies will try to kill her. These pesky green monsters don't give up; one even pulls you into the river. A duo of sea monsters attack while you're knee deep in water. Three piranhas fly at you after the sea monsters. A lone boat floats to the left of the bridge you walk under. You need to save a hostage who is about to be devoured by an Evitan. One more enemy attacks before you reach the ladder. One chainsaw maniac and a David-type zombie will attack you before you reach Hierophant.

- **Go to Boss: Heirophant**

bar 1st floor

The huge stash of barrels surely holds some goods for you. A fat masked enemy will rush you from behind some barrels. Just past the door, three torso-less zombies will try to nip at your heels. Three more zombies (Kageo-type) attack as you enter the storeroom. From behind a corner, you'll be taken by surprise; a chainsaw maniac wants to mince you to pieces. Near a pillar and crates, two armored enemies attack; go for the quick head shot. The door after these two leads to Waterway A if you found the Silver Bar Key. Opening another door, four torso-less monsters confront you. Before you can exit this sewer area, some Piranha fly at your face. Shoot the little buggers. One lone Kageo will strike you from behind a door.

- **Go to Waterway A if you grabbed the Silver Bar Key.**
- **Go to Waterway B if you missed the Silver Bar Key.**

waterway b

A set of three enemies waits for you outside the pub. Behind them is a necklace in a vase; don't miss it. Across the small bridge is a room with a window. Two killers want to axe a hostage. Shoot both of them to save her. Turning the corner from where you saved the hostage, a set of Evitan sea creatures attacks you. You can nail the roaming David-type zombies in the background for extra points. The bridge you need to cross has been broken. As you backtrack, you are sucked into the water by an Evitan monster. Destroy the various Evitan monsters. Soon after, you must kill three zombies that are cruising on a boat. If you don't kill them while they ride, you'll need to kill them when they come at you. One more Evitan attacks just before you climb the ladder.

- **Go to the middle of Waterway A**

alternate path to waterway a

Some obstacles stand (in this case, *lie*) between you and Waterway A. Three leeches will make their way to you. To the right of the exit door, a set of torso-less enemies will crawl towards you. They're not very difficult, but be ready.

- **Go to Waterway A**

waterway a

The crate in the corner has a medallion. Pay attention primarily to the hostage that's about to meet his maker. One shot will take out the David-type zombie, but quickness is required if you plan to take out the obese zombie. Three enemies charge from a boat. Take out the two Evitans as well as the Bentley-type zombie. Your sharpshooting skills will be tested as an axe zombie chases close behind a hostage. Take him out from the legs if you don't trust getting a head shot.
Note: You can branch into this point from Waterway B. A chainsaw maniac exits the corner building: give him some lead. Turning left, an axe zombie will trip to snipe you from a perch. Shoot his projectiles if you can't get to him. When you reach the next corner, a set of Evitan zombies will emerge from the watery depths. Rapid fire will be necessary when climbing the stairs. Two zombies will throw steel barrels at you from above. Shoot the barrels, then go for the undead. The last series of enemies is easy. Four David-type zombies will run at you from afar; nail each one as it comes. From here you'll advance to face the Heirophant.

- **Go to Boss: Heirophant.**

path to waterway a

The gate will open after you've shot the key. A portly zombie will throw a barrel at you, then rush you. Shoot him in the head to take out two birds with one stone. The door to the right will bust open; it's a young boy trying to escape death. Kill the masked zombie that's chasing him. Saving the boy will lead you into a building where his father is being held. If the boy dies, you'll proceed to a building across from the one where the boy exited.

- **Go to Tavern if boy is saved.**
- **Go to Path to Watergate if boy perished.**

tavern

As you enter the building where the boy's father is, two slow-moving zombies will attack. Two shots and they're gone. If you plan to save the boy's father, you'll need to be quick. Shoot the lock on the door to open it and quickly shoot to the right of the lock to kill the zombie directly behind the man. If you open the door, you'll continue on toward Waterway A. If you open the door, you'll enter an area that leads to Waterway B.

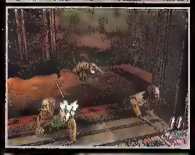
- **Go to Alternate Path to Waterway A if door was opened.**
- **Go to Path to Waterway B if door wasn't opened.**

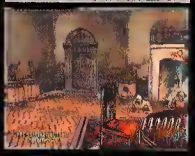
path to waterway B

Three torso-less zombies bust the door open before you can exit the tavern. The half-barrel of apples can be shot. Two Kageo walk to you as you enter the billiard room. One of the barrels behind them holds a medallion. The final enemy in the area is a chainsaw maniac. The vase to his left has a golden cat; grab that. From here you'll head over to Waterway B.

- Go to Waterway B.

path to waterway





Voices from inside this building cry for help. One hostage has already been slain, but you can save the two women still alive. A Kageo zombie will attack the first. The second helpless victim is being attack by three torso-less zombies. When they've been saved you can concentrate on the two enemies attacking you. The barrel nearest to the fireplace has a health power-up. From here you'll advance to the Watergate route.

- Go to Watergate.

watergate

A vase against the right holds a golden idol. Grabbing it right away might not be possible, since two armored enemies and a masked fatboy will attack in rapid succession. A ninja-type enemy greets you in the Watergate balcony. Back inside the Watergate, the elevator will take you up to a higher level. Upon exiting the elevator, three David-type zombies rush you. An axe-carrying, undead warrior bars your way to the stairs; go for the head shot. As you poke your head out of the hole you came from, a set of leeches attacks. Do your best to break the barrels behind and reveal a necklace. One chain-saw maniac gets in your way before you make it to the hallway. Within the dark corridor, one set of armored enemies and one set of ninja-type enemies make the move on you. Take them out like you have in the past. Just beyond the double doors are two Kageo zombies; all you need are two head shots. The ladder ahead of you leads to Heirophant.

- Go to Boss: Heirophant.

boss: heirophant type B 05

This amphibian won't pose too much of a problem if you don't spare the bullets. Going for a higher accuracy rating might not be a good idea in this battle. This boss battle can take place in two different areas of the Chapter Two map. Heirophant's weak spot is dead center. It will open and close its gill-like chest. Only when the pinkish membrane is revealed can you harm this creature. Heirophant will rush you and slice with its large battle axe if you are unsuccessful in firing repeated shots into its chest. Besides the axe swing, this monster has two other main attacks. The first occurs relatively early on in the battle; the beast will dive into the water and send out a legion of flying piranhas. You have an opportunity to attack Heirophant while it sends out the fierce fishies. Don't get hit by the piranhas while shooting Heirophant, though. Its last and possibly most dangerous attack is jumping strike. Heirophant will jump high in the air with its axe extended. During its descent, its chest cavity will open and close. You'll have a split second to lodge a bullet inside. If you miss, the Heirophant will strike with its axe. Even with its multiple attacks, this is a less hectic battle than the one fought against Judgement.

next issue: We'll continue with more levels as well as an enemy catalogue and item listings. See you in 30 days!

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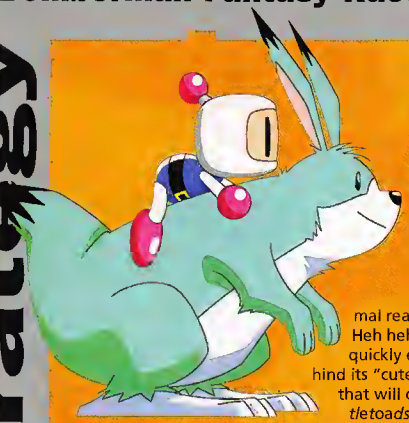


Bomberman Fantasy Race

by Ara Shirinian

Bomberman *Fantasy Race* is the latest effort in Hudson's long and varied line of *Bomberman* games. Much like many of the recent games in this series, the gamer's normal reaction may be something like, "Oh, here's just another kids' game. Heh heh...too simple for me!" Well, those voicing such opinions will quickly eat their words after getting halfway through the game. Hiding behind its "cute" exterior are a surprisingly sophisticated interface and opponents that will challenge and frustrate even the most expert players. It's not "*Battletoads* difficult," but *BFR* will certainly give players a run for their money.

Animal Handling

The interface for controlling your animal in *Bomberman Fantasy Race* is quite different from most other racing games. What stands out almost immediately is the number of buttons you'll have to manipulate at once in order to race effectively. There are three buttons which you can use to regulate your speed—which is not a terribly complicated scheme by itself, but with the Jump, Bomb and Item Change buttons to consider, you'll be quickly overwhelmed if you try to do too many things at once. If the controls seem too complex at first, don't worry about changing items and bombing until you get comfortable controlling your animal.

The behavior of your animal during turns is implemented very strangely. More specifically, you'll notice two things as you slow down while turning: First, you will still be able to turn left and right even when you are stopped. Second, unless you are using the rider view, the camera will not turn with you if there's a wall or similar object anywhere nearby. It will only get into the proper orientation after you've moved sufficiently far away. This effectively means that your animal will become considerably more difficult to control at low speeds than at faster ones. It can be really frustrating when you're going slow, but there's not much you can do about it on some turns. The key is to watch the rotation of your character—not the camera—on slow turns to see how much you are really turning.

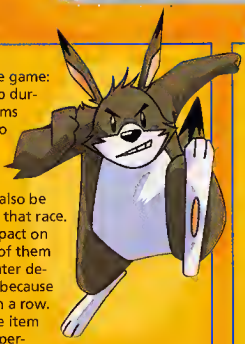
Aside from turning, the second most important skill to master is the regulation of your animal's speed. You should always be running except when you reach a really sharp corner. The best way to handle such corners is to simply let go of the Run button for a moment to slow down enough and get your animal pointed in the right direction. When dashing, you should never allow your animal's stamina meter to run out, otherwise you'll suffer a considerable loss of speed. Also, it's more efficient to dash while running straight than while turning. If you start dashing while in the middle of a sharp turn, you'll lost stamina but you won't gain much speed until you straighten out.

Jumping is mostly straightforward; however, there are a few things you should know. First, you can turn while you jump. It's not very useful when you're airborne, but you can set yourself up for a fast sharp turn once you hit the ground. Secondly, performing wall jumps (press the Jump button a second time as you jump into a wall or jump plate) is crucial to winning races in the second half of the game. You can still hit jump plates even if you're going fairly slow, but you can't do a wall jump on a normal wall at a slow speed.

Last—and least—is bombing. This system of attacking works as follows: You can charge bombs by holding the Bomb button down for a short period for time before letting go. The longer you hold down the button, the farther you'll throw the bomb. If you don't hold down the button at all, you'll basically drop the bomb behind you. If you throw a bomb in front of you and run into it at the right moment, you'll get a boost of speed (watch the game's demo to see this). However, if you're not very skilled at throwing bombs, it's almost not worthwhile to even bother with the whole thing. The problem is that it's very difficult to hit enemies with bombs, unless they are right behind you. Usually you will either throw the bomb too far ahead or behind the enemy you're aiming for. Even if you hit the enemy—especially in the later races—they won't slow down very much unless you're throwing a special bomb. Having to coordinate this action with simply navigating the course means that if you concentrate on bombing, you'll likely make more mistakes on a turn or something else. For this reason, you shouldn't try to bomb if you have any trouble doing it and racing at the same time.

Items

There are two types of items you can use in the game: Those bought before the race and those picked up during the race. During the first half of the game, items will be very expensive, so it's not worth buying too many of them. What's more, most of the items you can buy won't have a huge impact on the outcome of the race anyway. If you can win a race using just a few "bought" items, you should also be able to win using only the items picked up during that race. However, the "picked up" items do have a big impact on your race performance, since you can't buy some of them and they can affect your lap times by a much greater degree. Many times you'll be able to win a race just because you've picked up a number of really good items in a row. Of course, the opposite can also happen. Since the item placement is so random, it's almost impossible to perform consistently well every time you race. Don't be afraid to restart the race a few times if you get stuck with crappy items or if you get off to a bad start.



Opponents

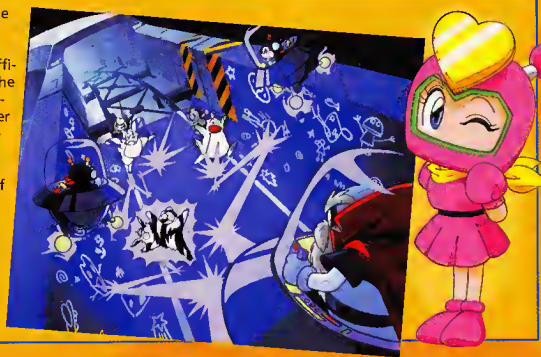
The opponent characters in *Bomberman Fantasy Race* are among the most annoying ever. They don't make mistakes, they're much better at bombing than you are and they can dash and corner much faster than you can. During some races it will seem almost impossible to catch up to first place. Although you can usually buy a faster animal at the stable, it isn't always necessary. Don't be discouraged just because there's a large gap between you and first place early on in the race; when it happens on the *last* lap...well that's the time to get discouraged!

Stage Organization

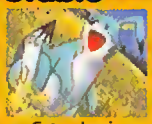
	Ticket Cost (GB)	1st Prize (GB)	2nd Prize (GB)	3rd Prize (GB)	Perfect Bonus (GB)	Bonus Game Time Limit (sec.)
Normal Courses						
Bomber Circuit	0	100	70	50	300	120
Bomber Coaster Lake	100	200	80	60	500	120
Wacca Isle Beach Side	400	300	100	70	700	120
Bakuzan Ski Course	900	500	200	100	2,000	120
Star Express	1,500	1,000	300	150	2,000	120
Dyna Mountain	3,000	1,500	500	200	3,000	120
Bomber Castle	4,600	2,500	1,000	500	5,000	120
Mirror Courses						
Bomber Circuit	2,000	2,000	300	100	1,000	70
Bomber Coaster Lake	2,500	2,000	500	200	2,000	80
Wacca Isle Beach Side	3,400	3,500	700	300	3,000	70
Bakuzan Ski Course	9,000	5,000	800	400	4,000	120
Star Express	12,000	6,000	1,000	500	5,000	90
Dyna Mountain	14,000	7,000	2,000	1,000	7,000	100
Bomber Castle	20,000	10,000	3,000	1,200	10,000	100

Bomberman Fantasy Race has seven courses in all. Each course after the first one will require you to buy a ticket to race there (Ticket Cost). After you beat the first six courses, you'll be able to access the seventh, Bomber Castle. Once you beat the last course, Mirror Mode will be unlocked. You'll then have to beat all seven courses again with the left and right directions reversed! Mirror Mode is extremely difficult. The courses are exactly the same, but the opponents will be much faster and more aggressive. You'll have to use at least the Hyper Louie or Super Tirra on even the first course in order to compete.

If you place 1st on any race, you'll be able to play a bonus game, which consists of one lap around the course alone. For each coin on the course you pick up, you'll gain 1 GB. For each second left over on the timer when you finish the lap, you'll be awarded 10 GB. If you pick up all 100 coins on the course and finish before the time limit, you'll be awarded the perfect bonus (see the chart below).



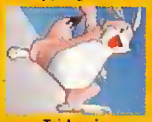
Stable


Green Louie

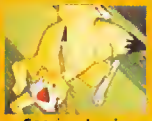
Tirra

Hopping Louie

Brave Tirra


Tri-Louie

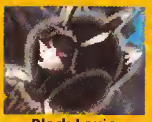
Flying Tirra

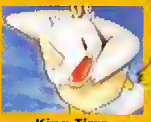

Soaring Louie

Mighty Tirra

Hyper Louie

Super Tirra


Black Louie


King Tirra

Here's a listing of all the animals you can buy at the stable. The Black Louie won't appear until you buy all of the other Louies; similarly, the King Tirra won't appear until you buy all the other animals of its kind.

Animal	Speed	Dash	Jump	Stamina	Cost (GB)
Green Louie	1	4	2	1	0
Hopping Louie	1	4	3	1	1,000
Tri-Louie	1	4	4	1	2,000
Soaring Louie	2	5	2	1	4,000
Hyper Louie	4	5	2	3	B,000
Black Louie	?	?	?	?	100,000
Tirra	2	1	1	2	0
Brave Tirra	2	2	1	5	1,000
Flying Tirra	2	4	4	2	2,000
Mighty Tirra	3	3	1	2	5,000
Super Tirra	5	4	1	3	9,000
King Tirra	?	?	?	?	150,000

Money Earning Strategies

Once you pass the halfway point of the game, it will become important to amass money as fast as possible; ticket prices will increase dramatically and you'll need even more cash to buy the Black Louie or King Tirra for the last few races in the game. The fastest way to get money is to play the normal Bomber Castle stage over and over, making sure you get both 1st place and the perfect bonus. You can accumulate 100,000 GB in about an hour if you can do this consistently.

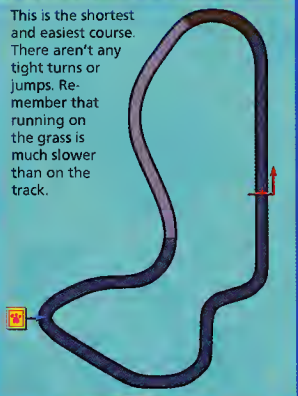
If you already have over 40,000 GB, here's an even easier way to earn money: In Vs. mode, you can wager your own money on a race by loading your own save file as the 2nd player. The bet maximum is either 25% of the poorest player's money or 9,999 GB, whichever is lower. You can "race" against yourself, which will basically transfer 9,999 GB from Player 2 to Player 1. After the race, only save the Player 1 data. You can repeat this process indefinitely to accumulate as much money as you want.

Courses

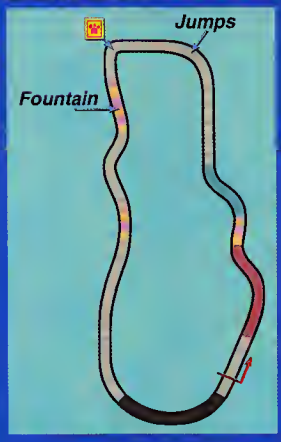
Here's a rundown of all of the courses with some hints on the tricky parts of each. References to the right and left sides of the track apply to the normal courses!

Bomber Circuit

This is the shortest and easiest course. There aren't any tight turns or jumps. Remember that running on the grass is much slower than on the track.



Bomber Coaster Lake



Jumps
Watch out for the sections of the castle wall that are sticking out. If you don't turn sharply enough after the first jump, you can easily run into them.

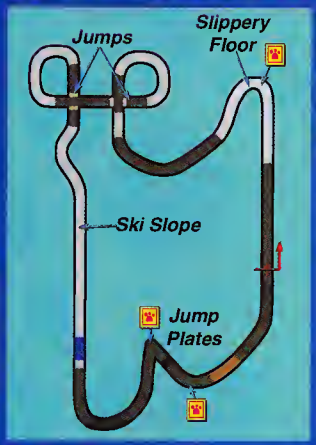
Fountain
You can jump right over the fountain, even if you're not going fast; the force of the water will carry you to the other side. Don't waste time by running around! If you're going fast enough you can not only make it over the fountain but over the railing beyond it and onto a secret shortcut. The shortcut platform is narrow, though, and if you're not aimed precisely in the right direction, you'll fall into the water.

Wacca Isle Beach Side

Beach Cave Shortcut
If you jump over the small gap here, you'll discover an easy shortcut. You'll have to jump over the small patch of water even though it looks like it's shallow enough to run over.

Ship Shortcut
Just before the ship there's another shortcut. You'll have to do multiple triangle jumps between the five pillars to get to the dock beyond it. It's extremely difficult to pull off, so it's usually not worth it.

Bakuzan Ski Course



Slippery Floor
This section here is difficult to navigate at high speeds. The best way to get through it is to hit the jump plate at the corner and turn as little as possible. You'll also want to avoid staying on the snow for too long, since it will slow you down considerably.

Jumps
If you're having trouble with the two jumps before the ski slope, it's probably because you're jumping too soon. It might also be helpful to use an animal with strong jumping abilities.

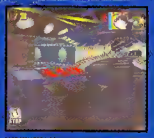
Ski Slope
Stay to the left side of the course here. This will set you up so you can take the following turn properly. If you're going very fast off the ski slope, start turning left a little before you hit the ground, otherwise you won't be able to make it without slowing down.

Jump Plates
There are two jump plates here. If you hit the first one in the center you'll be in the correct orientation to hit the second one. Jump again immediately after you hit the ground from the first jump plate.

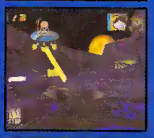
Star Express

Electric Beams
The beams here seem much easier to avoid than they really are. If you're having difficulty jumping over them, try running along the outside edge of the turn. There's a small embankment there that will make jumping easier.

Corner Shortcut
There's a really inconspicuous shortcut here that begins on the inside of this corner.



Flying Saucer
The yellow beams that this guy shoots out are really easy to avoid if you stay to either side of the track.



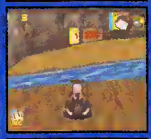
Dyna Mountain

Blue Cave Shortcut
You can save a great deal of time if you follow the narrow platform here. Just run straight and jump over the gap at the bend in the platform instead of following it all the way to the other side.

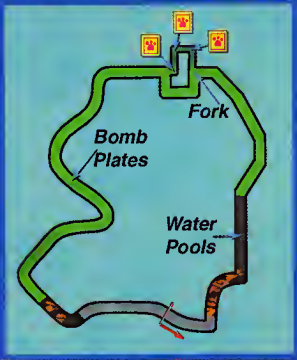
River Jump Plate
If you decide to hit this plate, it will shoot you right into the wall at the corner ahead. It's very difficult to slow down in time, so be prepared to brake or do a wall jump if you're going too fast.

Waterfall
If you have a very fast animal like the Hyper Louie, you can just dash over this section. Slower animals will get swept away by the current, so if you're using one of those, you'll have to hop on the small islands.

Windy Bridge Jump Plate
This one is very important to hit accurately. If you hit it off center, sometimes it will shoot you right into the wall at the end of the bridge.

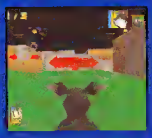


Bomber Castle

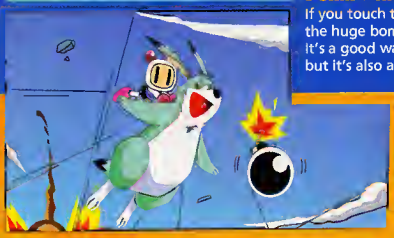


Water Pools
These fenced pools of water can be a pain in the neck if you're not running perfectly straight. If you get stuck here, it will take you forever to get back into the race. The wall corners in the following sections of the course are almost as bad.

Fork
The left road here is slower but easier; the right road is extremely fast but insanely difficult. In order to take the right road properly you'll have to wall jump off of the arrow sign. Next come three jump plates. You'll have to hit the second and third ones before you even touch the ground. The platforms are very narrow; if your orientation is even a little off, you'll fall. If you can get through this section without making mistakes, it will give you a big-time advantage, although it's not necessary for a 1st place finish, even in mirror mode.



Bomb Plates
If you touch the plates on the ground, they will set the huge bombs on the sides of the track to explode! It's a good way to stop opponents if any are around, but it's also an easy way to hurt yourself.



SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

Pick it!

TIPS & TRICKS PICK!

The elite "*Tips & Tricks* Pick" is given to those select few games that are highly recommended by the *T&T* staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!

Watch for it!

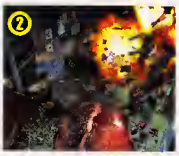
SUPER 輸入 IMPORT!

Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!

RESIDENT EVIL 3: NEMESIS

Capcom • Fall • 1 Player

After the success of *Resident Evil 2*, series producer Shinji Mikami is ready to rekindle the virus with *Resident Evil 3: Nemesis*. *Nemesis* takes places 24 hours before the events of *Resident Evil 2*. Jill Valentine finds herself stuck in Raccoon City just as all heck breaks loose. We've learned that the game includes another playable character, a former Umbrella employee by the name of Carlos; this will undoubtedly add some interesting plot twists. Taking place in Raccoon City, large portions of the game are spent outdoors and in a hospital. Capcom has improved the integration of pre-rendered backgrounds with real-time polygonal characters; this should add up to more believable enviroments. Other improvements include higher graphic resolution, a new dodge manuever, ten different zombies and a baddie named The Pursuer. *Dino Crisis* will have to tide us over until we can get this!



1 *"Yo Quiero Taco Bell?"*

2, 3 *Jill doesn't take any lip from these zombies; she's seen here putting an end to their reign of terror with the help of some explosive ammunition.*

▲ *Check out the sheer, graphic beauty! (The background is not too shabby, either.)*

Cornered in a narrow passageway, Jill caps a nasty zombie. Let's hope she knows there's another one behind her... ▼

WCW MAYHEM

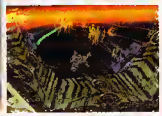
EA • 3rd Quarter 99 • 1-4 Players

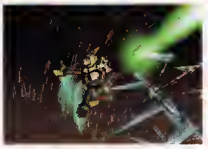
The folks at EA are gearing up for their first wrestling title after acquiring the WCW license. Will it be able to match the quality of their existing sports titles? They hope so. In fact, they believe this will be the "Goldberg" of wrestling games. *WCW Mayhem* is still in its very early stages, but already they are addressing things that hard-core wrestling fans would enjoy. EA wants to capture that same nuttiness that occurs in real wrestling matches by incorporating what they call the "out of control, out of the ring" feature. Wrestling can occur far outside the ring, including backstage, in locker rooms and even garage areas. Also being addressed is the rivalry factor. Much of wrestling is about rivalries and history. The game will have a "story line" which will bring all those heated rivalries into focus. Sound amazing? We hope it turns out a winner!

OMEGA BOOST

SCEA • 3rd Quarter • 1 Player

Polyphony, the developer who brought you Gran Turismo, is currently working on a high-intensity space mech shoot-'em-up. Known for incredible graphical achievements on the PlayStation, Polyphony will demonstrate what it can do in a space battle environment. So far, it looks like another mind-boggling experience. Players will control a Macross-style mech which can transform from flying to battle mode. The fighting system is much like *Panzer Dragoon*, in which the gun can lock on to multiple targets and release a spray of ammunition. Each mech also has a tracking device which can monitor the enemies in the area. If all else fails, you can slam your mech into the enemy Kamikaze-style! The game will be available in Japan during the summer and should be hitting U.S. shores in the fall.



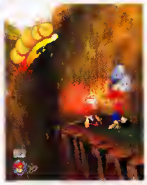


APE ESCAPE

TIPS & TRICKS PICK!

SCEA • 3rd Quarter • 1 Player

One of SCEA's most anticipated titles of 1999 is *Ape Escape*. This will be the first game which will be exclusively for use with the Analog Controller. So if you don't have one yet, get with the program! The objective of the game is to catch a bunch of loose monkeys using various tools that the professor gives you. You control your character with the left thumb stick while the tools are controlled with the right. Some of the tools you'll use include a remote-controlled car, a casting net, a sling-shot and a sword. You will go through a practice round each time you're introduced to a new device. The game is packed with various styles of gameplay, including tons of mini-games. Sony is hoping that *Ape Escape* becomes another mega-hit title with plenty of sequels, like *Crash Bandicoot*.



WU TANG

Activision • 4th Quarter 99 • 1-4 Players

Believe it or not, Activision is going to release a fighting game featuring members of the rap group Wu Tang Clan! *Wu Tang* will have a storyline akin to many kung-fu movies of the '70s, with plenty of killer martial arts action. Players will be able to play as any of their favorite nine Wu Tang Clan members, including RZA, Method Man and Ol' Dirty Bastard. Fighting arenas include ancient China and the backstreets of New York City. There will be three modes of play: practice, multi-player and story mode. In the story mode, players will be challenged to defeat 36 chambers of enemies. If you have their albums, then get their game!

NBA 2000 *

Sega • September • 1-4 Players

Here's a first look at Sega's upcoming NBA game for the Dreamcast. The game is being developed by Visual Concepts, the same folks who brought you the *NBA Action* series for the Saturn. The details on the players are incredible and the arenas even have the appropriate championship banners and retired jerseys! Most intriguing is the possiblity of multiplayer games using the Dreamcast's modem. Will this game make people forget the fact that EASports is absent in the Dreamcast line-up? Sega hopes so.

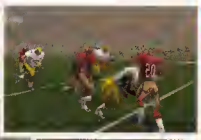
* tentative title

NFL 2000 *

UPDATE!

SCEA • 3rd Quarter • 1 Player

Sega's new football game is slated to be a launch title for the U.S. release of the Dreamcast. Also developed by Visual Concepts, this NFL game boasts incredible graphic detail. Everything from refs, side-line coaches and cameramen are all present on the field. We all know that a football game is essential when releasing a new system into the U.S. The question still remains on how well this title will play. So far, it looks like a touchdown.



WARPATH: JURASSIC PARK

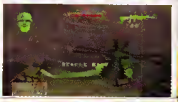
EA • 4th Quarter • 1-2 Players

EA recently acquired the rights to publish Black Ops' much anticipated dinosaur fighting game, *Warpath: Jurassic Park*. Forget *Primal Rage*, this game features historically accurate dinosaurs in full 3-D. Each dinosaur will have their own special moves but all of them will be able to do a "thunder attack". By taunting an opponent, the dinosaur can charge up its "thunder meter" to boost its strength, then release the attack once it's fully charged. Also included in the game will be a cool interactive extra called the Dinosaur Museum where you can browse through and learn more about them. The stomping and chomping will begin later this year.

ARMY MEN: SARGE'S HEROES

3DO • November • 1-4 Players

Remember taping firecrackers to your little army men and blowing them up? Well, now there's a game featuring your favorite plastic men: *Army Men: Sarge's Heroes*. 3DO had some good success with their *Army Men* series for the PC. This time, rather than doing a top-down stratgey-type game, *Army Men* for the N64 will be third-person action game. Players can control up to nine different characters and take on 14 missions. Tons of weapons and hilarious death animations are some of the highlights. The game will support the 4 MB expansion pack and there are plans to include a multiplayer mode.



ZOMBIE REVENGE

ARCADE

TIPS & TRICKS PICK!

Sega • Available Now • 1-2 Players

Originally, *Zombie Revenge* was slated to be titled *Blood Bullet: The House Of the Dead 1 1/2*, but this kick-butt game deserved its own name. Think *Resident Evil* meets *Streets Of Rage*, instead of the regular light-gun game. Two players can choose from three different characters: Stack, Linda or Rikiya. Together you patrol the streets and go on a zombie-killing spree. Various weapons will be available for your disposal such as guns, lead pipes and even gasoline! This game brings back the almost forgotten fun of teaming up with a friend and going on a lynching parade like *Final Fight*. Words do not do this game justice; go play it now!

GAUNTLET LEGENDS

SCEA • 3rd Quarter • 1 Player

The incredibly popular arcade game comes to the home. Gauntlet Legends for the N64 will have all the stuff in the arcade game, Skorne and all. The four-player input of the N64 makes this game a natural for the system. The game will support the expansion pack for high-resolution graphics. Midway is currently working on a death-match mode, but details on how this will work is still unclear. A PlayStation version is also underway but unfortunately, it seems that it will only support two players due to graphical limitations. It seems that N64 owners will always win out when it comes to Midway games!

POKEMON SNAP

TIPS & TRICKS PICK!

Nintendo • June 1 • 1 Player

Pokemon Snap has been announced for the U.S. to the delight of many *Pokemon* fans. Players will take on the role of Toru, an avid *Pokemon* photographer. Toru has a multi-terrain vehicle called the Zero One, which allows him to travel on the ground, in the air and on the water. The game has an incredibly large map to explore as you take pictures of various *Pokemon* wildlife. Toru will also have several tools to coax out shy *Pokemon*. Players will be judged on how well they take pictures; the bigger and more centralized the character is in the photo, the better your score will be. Pictures can be stored in an album where you can store them in a controller pack and trade them with friends. A great addition to the *Pokemon* franchise!

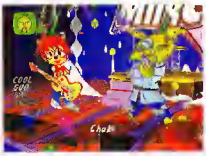
あれ？なにしようとしてたっけ

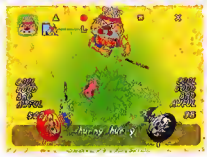
UM JAMMER LAMMY

TIPS & TRICKS PICK!

SCEA • 4th Quarter 99 • 1-2 Players

Um Jammer Lammy steps away from the rap songs of Parappa the Rapper and introduces blistering hard rock. Since Um Jammer is a guitar player, you'll be playing guitar notes instead of words. Katy Kat comes back as the bass player for Um Jammer's band, Milk Can, and Chop Chop Master Onion also returns to give you pointers on the first stage. Don't let him lie down on you again! The game is significantly longer; probably after all the complaints that Parappa the Rapper was too short. Also, the game features a two-player mode for double the fun! Where's Parappa, you ask? Well, he's in there and you can play as him if you... We'll tell you how in our upcoming strategy!





SPACE INVADERS

Activision • Fall • 1 Player

In the wake of its success with an *Asteroids* makeover last year, Activision is pulling yet another classic out of the closet: *Space Invaders*. The video game that truly started it all in the U.S., *Space Invaders* acted as a veritable quarter magnet, possessing kids and adults alike with its simple yet addictive "mow down the army" method of gameplay. This new upgrade of *Space Invaders* features immersive 3-D battlefields, cinematic cut-scenes and stunning in-game special effects. There are ten worlds to conquer and twenty types of alien enemies to wipe out. Developed by Z-Axis, the team responsible for *Fox Sports College Hoops* on the Nintendo 64, *Space Invaders* is expected to come super-charged with devastating power-ups and—hopefully—the original game from 1979 as a hidden Easter egg. (Please?)

HYDRO THUNDER

Midway • September • 1-2 Players

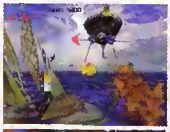
Also in development simultaneously for Sega's Dreamcast, Midway's *Hydro Thunder* packs a serious punch. The coin-op, currently running in arcades all across America, is easily one of the smoothest, sweetest-looking racing games ever crafted, thanks to Midway's top-of-the-line Diego hardware. The Diego set up is impressive, running on an Intel Celeron at 333 MHz. While the N64 version will understandably suffer a noticeable degradation in graphic quality (just try to match Diego at this point), the gameplay will largely remain intact. According to inside sources, even Dreamcast isn't powerful enough to pull it all off at 60 frames per second. Okay, so there won't be a 10" sub-woofer under your butt cheeks, either—however, players wishing to approximate the experience will be able to slap a Rumble Pak into their controllers. Yes, very soon, *Hydro Thunder* will be playable at home. The Dreamcast version promises to contain several extra bonuses, including exclusive tracks.

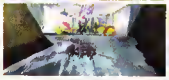
GEIST

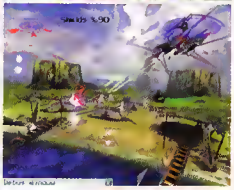
UPDATE!

Sega • September 9th • 1 Player

It is the year 3067 and we are all going to die. Well, we'll all be dead by that time anyway, but you know what I'm sayin'. Sega's *Geist* looks a bit like *Panzer Dragoon*, with its soar-target-and-shoot style of gameplay. Developed by Netter Digital Entertainment, a Hollywood special effects house, the game contains outrageous doses of over-the-top graphic details like 3-D particle effects and explosions. According to Sega, *Geist* features 5 levels, some of which are on rails. Since it's going to take an awful lot to even come close to the goodness of the *Panzer* series, and since Hollywood is involved here, we're not holding our breaths on this one. That's not to say that *Geist* couldn't theoretically end up a dynamite title; to the contrary. From the videos we've seen of the game running so far, we could be in for a very pleasant surprise, although the choppy frame rate could use some help. Still, there are questions. Why this game? And where the heck is *Panzer*?







SHEN MUE

UPDATE!

Sega • December • 1 Player

This series of screens depicts Ryo Hazuki, hero of the piece, in a rather unenviable position.

As time goes on, we're learning more and more about Yu Suzuki's 100% original Dreamcast project. The latest info we have indicates that this massive action/RPG will ship in multiple installments, with "cliffhanger" scenarios at the tail-end of each disc. Amazingly, Sega has stated that even with an estimated 30-50 hours gametime (depending on whether the player blazes through or fully investigates), *Shen Mue*'s debut disc (Episode One) will retail for only around twenty bucks! We suspect there are two main reasons for the decision to split the game's content into multiple discs: 1. With *Shen Mue* only 50% complete, Suzuki does not wish to "rush" development of what he feels is his strongest title to date—a real gamble on quality if Sega forced a premature release this Fall. 2. Sega knows it must slam shelves with every single "AAA" title it has before the end of '99 in order to maximize Dreamcast's attractiveness in the marketplace (and before the arrival of the new PlayStation hardware). There is even word that *Shen Mue* may consist of a total of some 40 individually-released discs over a five year period! Wait—there's more! Apparently, musician Yuzo Koshiro (of *Streets of Rage* and *Actraiser*) is composing the epic score. SoJ states that Disc One is on target for an August release in Japan, which means that even with massive localization duties, *Shen Mue* could show itself here come Christmastime.

Yu Suzuki and his AM2 team created this fully-playable "virtual convention center" segment specifically for an event held at Tokyo Big Site in Japan.

Yup; this is real time, boyee-eee!

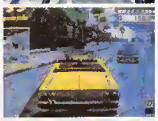
CRAZY TAXI

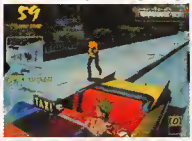
ARCADE

TIPS & TRICKS PICK!

Sega • Available Now • 1 Player

Wow. This has to be one of the coolest driving games of all time. In *Crazy Taxi*, you play the role of a cabbie trying to pull in as many fares as possible during a set amount of time. Select one of three characters, each with his own unique look and vehicle. As you make your way around town, you can choose exactly who you wish to pick up. Potential fares are highlighted by a brightly-colored circle pattern on the ground. The color of the circle indicates short, medium and long-range trip requests. The cool thing about *Crazy Taxi*, though, is that—in true Sega form—the game is laced with a ton of licensed icons; Pizza Hut, FILA, KFC, Levi's and even Tower Records are all represented. As you zoom along the big city, you can pretty much drive wherever you want, although the goal is to get your passengers to their destinations before time runs out. Just like our other current favorite coin-op, *Zombie Revenge*, *Crazy Taxi* is Naomi-powered, so expect a Dreamcast release before the end of the year. Dang, this game is fun.

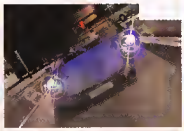




METROPOLIS

Sega • Fall • 1-2 Players

Bizarre Creations, the U.K.-based development force behind the *Formula 1* games on the PlayStation and PC, is at it again; this time they're cookin' up a tasty treat on Sega's Dreamcast. Metropolis is an incredibly-detailed, city-based racing game. There are 3 cities in which players can compete, including San Francisco, London and Tokyo, and each city is comprised of nearly two square miles of territory. Bizarre assembled these cities after compiling 30,000+ individual photographs and nearly 40 hours of videotaped footage. There are street lamps, phone booths and traffic lights. *Metropolis* comes with some twenty licensed cars from a dozen auto manufacturers; Mercedes, TVR, Toyota, Mazda, Alpha Romeo, Honda, Ford, Peugeot, Mitsubishi, Rover and even Jensen! Each of the vehicles are topless, so you can actually see the driver and his or her reactions on the road. *Metropolis* will contain two modes of gameplay: "Arcade" and a story option which Bizarre refers to as "Gang Battle." We've been told that to win in this mode, the player must race against various gang members of each city in an effort to join up. This all sounds very interesting and if the mesmerizing screens on this page are any sign, *Metropolis* could come out smokin' like nobody's business.



DINO CRISIS

UPDATE!

TIPS & TRICKS PICK!

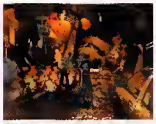
Capcom • Fall • 1 Player

Last month, we broke the news on Capcom's upcoming PS game, *Dino Crisis*, and we're back with more. In case you missed out on our coverage last ish, *Dino Crisis*, a game which is making its debut at this year's E3 expo in Los Angeles, is Capcom's next attempt with its "Survival Horror" line. Okay; let's move on. In April, we were lucky enough to play a 70% complete version of the game, and believe it when we tell you, this thing has mega-success written all over it. First and foremost, even though you're up against dinos and not rotting corpses, the game is still a hellified blast to play. I mean, we're talking about walking obliviously down a narrow, dimly-lit hallway, then all at sudden getting the poop scared out of you by a creeping, snarling raptor around the corner. Second, *Dino Crisis* is completely rendered in real-time polygons. Third—and I don't know exactly how this happened—but Capcom has cut the "room-to-room" loading times down to barely-noticeable levels. Fourth, the acting has improved tremendously (on the other hand, for some of you [illegible] be a plus). Other improvements include Dual Shock and vibration compatibility, 180°, about-face capability (just hit the **R1** button), the ability to walk/run with a weapon drawn, an "infinite items" storage display and a much-improved save feature (say goodbye to typewriter ribbons!) I guess the only bad thing to say about this game is that players will have to wait until Fall to play it.

RESIDENT EVIL 2

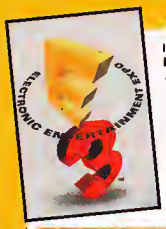
TIPS & TRICKS PICK!

Capcom • Fall • 1 Player



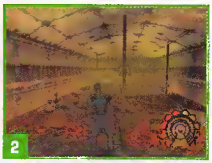
Well, it's about time! One of the biggest complaints leveled against the N64 during the past three years has been regarding the blatant omission of "horror" type games—the most obvious absentee being Capcom's *Resident Evil* series. Fast-forward to a new, improved "right now"; *RE2* on the "Fun Machine" is just as gruesome and bloody as its PlayStation and PC counterparts, albeit a tad bit fuzzy in spots (oh, that's a shocker). Actually, the on-screen characters themselves appear much more crisp than they do on the PlayStation; it's the surrounding pre-rendered scenery that seems a little washed out. Not too worry, though; the N64 version still way, way-yyy cool. Gameplay is identical, loading times are gone and the overall resolution is much higher thanks to Expansion Pak compatibility. In addition, this version contains new secret costumes and an option to adjust the level of graphic content (default is standard red-colored blood and gore.) Just when you thought it couldn't get any better, Capcom has decided to seed dozens of extra "files" throughout the game. The additional files contain background information perfect for getting N64 owners up to speed on the world of *Resident Evil*. Finally, an inside source told us there's a good chance that this game will be somehow link to a future RE game. Hmmm...could it be...GAME BOY COLOR?!! N64 owners: Go out and buy this game right now, please, or we're going to have to come to your house tonight and kill you ourselves.

PlayStation | Nintendo 64 | Dreamcast | Game Boy Color



It's that time of the year again, kiddies! Ya know, they say man cannot live on games alone, but when each year when the Electronic Entertainment Expo rolls around, we tend to disagree. After two humidity-soaked years in Atlanta, E3 is back in Los Angeles and we couldn't be happier (hey, it's out home turf!) So grab a cold one and relax as we take you through the L.A. Convention & Exhibition Center for a comprehensive rundown of the some of the hottest console games on display at this year's show!

1 ReVolt


2 Shadow Man

3 Slave Zero

4 Test Drive 6

5 Demolition Racer

6 A Bug's Life

7 Tony Hawk Pro Skater

8 Spider-Man

9 V8: Second Offense

10 Wu Tang

11 X-Men

12 Rising Zan

13 Shadow Tower

14 Ecco Night

15 Bass Landing

16 Street Fighter Alpha

17 Resident Evil

18 Ghouls 'N Ghosts

ACCLAIM: **1** Also in development for PlayStation, *Re-Volt* lets players control miniature R/C cars. There are 28 cars, interactive environments, 14 different tracks, a track editor and even four-player battle arenas. Coming this Fall. **2** On sale this Summer, *Shadow Man* will be available for both the N64 and PlayStation. Acting as former hit-man Mike Le Roi a.k.a. Shadow Man, the player "walks between worlds" to wage a personal war against a host of serial killers and other assorted wackos.In addition to loads of killing activities, the game features puzzle solving elements and multiple ending scenarios. The N64 version employs an off-shoot of last year's scorching hot *Turok 2* graphics engine, so the game should end up looking mighty sweet. **ACCOLADE:** **3** *Slave Zero* is a city based mech-style combat game for Dreamcast. The graphics in this game appear second to none, with huge, screen-filling killing machines and fantastic explosions. The game will release late Spring for the PC, then a DC release by the end of the year. **4** Also heading to Sega's Dreamcast, *Test Drive 6* ushers in improved car handling and upgraded graphics. As expected, there are brand new interactive environments with which to race through. **5** Accolade promises that *Demolition Racer* will feature 2-Player split-screen deathmatches with up to 16 cars on-screen simultaneously. A tall order, but we look forward to it. **ACTIVISION:** **6** Activision continues its business of porting PlayStation games to the N64 with Disney Interactive's *A Bug's Life*. It's basically the same game but with more graphic power! To Infinity and beyond! **7** *Tony Hawk Pro Skater* could turn out to be the best skateboarding game on the PlayStation. **8** *Spider-Man* is being developed by NeverSoft, and the word so far is that this will be the absolute best Spidey video game ever made (yup; even better than Sega's Genesis version.) This 3-D polygon action/adventure game is based on the classic comic book series of the '70s, so prepare to do battle with the likes of the Doc Ock, Scorpion, Mysterio and more. Unfortunately, we'll have to wait till Summer of 2000 (at the earliest) for a release. **9** *V8: Second Offense* is also coming to the N64 and Dreamcast. Expect more of the same vehicular manslaughter, only better. **10** Activision's *Wu Tang* is...um, an interesting title, to say the least. Seemingly inspired by last year's *Thrill Kill* (make that *Thrill Killed*), the game is set up for four-player simultaneous combat. Check out our full preview on page 59 of this issue. **11** We got a sneak peek at *X-Men* several months back and were pretty impressed with the big, bulky character designs. Could this fighting game challenge Capcom's *"Versus"* series? Hmmm...we'll see when it becomes available for both PlayStation and N64 later this Fall. **AGETEC:** **12** One of our favorite games last year at the Tokyo Game Show was UEP's *Rising Zan: The Samurai Gunman*. AGETEC, formally known as ASCII, will be bringing this unique gun and sword action game to the U.S. this Fall. **13** From Software's *Shadow Tower* is similar to *King's Field* in that it's a first-person action/adventure. Not your traditional RPG, when you encounter an enemy in you can log them in a journal, then use them in combat at a later time. **14** From Software's *Ecco Night* is a first-person adventure/puzzle game. You transport to a mysterious ship and meet up with souls which are floating around. The idea is to provide closure to the souls' tormented existences. Sounds innovative. **15** *Bass Landing* is a hard-core fishing simulator. **CAPCOM:** **16** After a long hiatus from the Game Boy, Capcom returns with *Street Fighter Alpha*. It may be tiny, but all the moves are there! **17** No, that's not an illusion! *Resident Evil* is coming to the little hand-held and looks like it's gonna rock. Actually, we played an early rev, and it *does* rock! The game is set up with all of the rooms from the mansion in the original PlayStation version. **18** Also coming out this Fall is

19 Power Stone

20 Marvel vs. Capcom

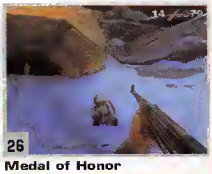
21 1942

22 Jade Cocoon

23 Tomorrow Never Dies

24 Sled Storm

25 Hot Wheels


26 Medal of Honor

27 Legacy of Kain: Soul Reaver

28 Driver

29 40 Winks

30 MDK 2

31 International Track & Field

32 Rally Racing

33 Soul of the Samurai

34 Suikoden II

35 Hydro Thunder

36 Paperboy

37 Ready 2 Rumble

38 World Driver Championship

none other than *Ghouls 'N Ghosts* for the Game Boy. **19** *Power Stone* will be one of the first third-party games for the U.S. release of the Dreamcast this September. This game redefines 3-D fighting in every way. You can get a taste for it at your local arcade! **20** About a month after the Dreamcast's launch over here, Capcom will release *Marvel vs. Capcom*. One thing that absolutely shocked us about the Japanese version is that there's virtually no loading time! Finally, a system that can handle Capcom's great arcade titles. **21** *1942* will also join the list of excellent Game Boy games coming out of Capcom this Fall. By all accounts, 1999 is a huge year for Capcom. Keep it up guys! **CRAVE:** **22** Crave is proud to bring Genki's *Jade Cocoon: Story of the Tamamayu* to the U.S., and they should be! The in-game graphics are excellent and the Pokemon-style gameplay should get many people hooked into collecting various monsters. **ELECTRONIC ARTS:** **23** After several delays and a transfer of publishing dibs from MGM Interactive to EA, Black Ops is almost finished with *Tomorrow Never Dies*. The game utilizes plot elements from the feature film. Control James Bond in a whole host of games-within-a-game. **24** The perfetc amount of style and aggression combined with the ever-growing popularity of snowboarding, *Sled Storm* is taking precedence over all other competitors with this soon-to-be-released adventure racing game. **25** To be perfectly honest, not much is known as of presstime regarding *Hot Wheels*. It's safe to assume, however, that the game involves racing. Ahem. Sorry, that was lame. **26** It's the ultimate revenge, and we don't need to wait for *Maken X* to release for Dremamcast, either! In Medal of Honor, players get to travel back to 1944 and blast the ever lovin' stuffing outta the Nazis! This title features first-person, 3-D killing action and loads of WWII-era weapons. "Danna, na-nanna, na-nanna, na-nah!" **EIDOS:** **27** After numerous delays, Eidos has everyone wondering when *Legacy of Kain: Soul Reaver* will hit the store shelves. Currently it's listed as a June release. Will it live up to all the pre-release hype? Or will all the delays be evident in the game? We'll see. **GT INTERACTIVE:** **28** *Driver* is lookin' oh-so-sweet! You're the "wheel man", an undercover cop and it's up to you to infiltrate the mob. Cruise the streets in old cars, then stop by the pad to check messages on your answering machine. The graphics are absolutely intense. **29** *40 Winks* is a cutesy PlayStation action/RPG filled with stubby little characters. Not much else is known at this point; we'll keep you informed. **INTERPLAY:** **30** Along with Midway, Interplay wasted no time in aligning themselves as a U.S. Dreamcast developer. The much antidipated *MDK 2* will be released for the new system sometime next year. **KONAMI:** **31** Only the quickest fingers in the West can win at this game! *International Track & Field* is on its way to the Game Boy. **32** "Easy Left, Easy Right!" *Rally Racing* will also be coming to the Game Boy **33** Soul of the Samurai also experienced many delays but Konami hopes to have it in stores by August. Players will get to choose a male or female character and go on a slashing spree in this feudal-era Japanese sword fighting adventure. **34** Before *Final Fantasy VII*, *Suikoden* was the most popular RPG for the PlayStation. *Suikoden II* probably won't regain the RPG crown for Konami, but people have been waiting for a sequel for quite some time. Also scheduled for an August release. **MIDWAY:** **35** *Hydro Thunder* is on its way to Dreamcast and Nintendo 64! For the real story on this killer coin-op conversion, flip back to page 62. **36** *Paperboy* is coming to the Game Boy Color and it's as fun as ever. **37** With its high polygon count and *Super Punch-Out!!*-style boxing action, *R2R* is gonna smoke on the DC. **38** *WDC* is Midway's offering in the world of *Gran Turismo*-type racing games. We hope it rocks.

PlayStation | Nintendo 64 | Dreamcast | Game Boy Color

39 MK: Special Forces

40 Mortal Kombat Gold

41 Soul Calibur

42 Command & Conquer

43 Jet Force Gemini

44 Griffey Slugfest

45 F1 II

46 Blue Stinger

47 Sonic Adventure

48 House of the Dead 2

49 Dynamite Deka 2

50 Landers

51 Get Bass

52 CART: Superspeed Racing

53 Final Fantasy VIII

54 Saga Frontier 2

55 Knights of Carnage

56 Shao Lin

57 Cool Boarders DC

58 Harrier 2001

MIDWAY: **39** *MK: Special Forces* is the second attempt at branching the MK franchise into new avenues. After dismal results with *Mythologies*, Ed Boon and company are working hard to get this one right. *Special Forces* will be a combination of many things, not the least of which is *Tomb Raider*-esque 3-D action. Players can elect to take care of business as either Jax or Sonya. Sounds good, but...snowboarding?! Come on-nnn!! **40** Think of *Mortal Kombat Gold* as "*MK 4.5*" or "*MK 4 Extreme*". This DC exclusive game features 15 characters (minimum), some of whom are returning from *MK 2* and *MK 3*. This ultimate *MK 4* offering contains the best-looking *MK* graphics to date—they even slam Midway's very own Zeus board. Each character consists of 3,000+ polygons and the whole thing runs at 60 frames per second. No one can ever accuse Midway of not rushing to Sega's aid, that's for sure. **NAMCO:** **41** A bit of a "bone" thrown to Sega, *Soul Calibur* is a DC exclusive by Namco. This home version actually looks much, much cleaner and sharper than the coin-op original. The game will also run at a full 60 fps; a nice touch. **NINTENDO:** **42** The huge PC hit *Command & Conquer* will make its way over to the N64. Nintendo is adding a few turn-based strategy games to their line-up including *StarCraft* and *Ogre Battle III* to pull in a whole new PC crowd. **43** *Jet Force Gemini*'s release date has slipped several times over the past two years but Nintendo is hoping it will be ready in August. **44** The follow up to last year's awesome baseball game is out now. Check out *Ken Griffey Jr.'s Super Slugfest!* **45** *F-1 World Grand Prix II* will deliver more simulated historical race challenges like last year. Coming in July. **SEGA:** **46** Climax Graphics' *Blue Stinger* is a bit of a mixed bag. The *RE*-inspired action/suspense is intriguing and the graphics certainly look sweet, however, control issues and a strange sense of "Just what the heck is going on here?" tend to bog down the fun factor. Sega does not plan to release this one in the U.S., so expect a 3rd party to pick it up at some point. **47** *Sonic Adventure* is hands-down the most well-rounded, action-packed DC title so far. The American version will feature reworked camera angles and better collision detection, making it nearly perfect. If you pick up a Dreamcast on September 9th, be sure to lay your mitts on this one. **48** *HOTD 2* is an exact replica of the Naomi-powered coin-op. Even though the DC light gun seems a tad strange, this game definitely rules. **49** *DD 2* may be an odd choice as a DC port, but we're looking forward to it regardless. **50** From Climax Entertainment—the makers of *Landstalker* and *Dark Savior*—comes *Landers*, a massive Dreamcast RPG. **51** Sega has not made it official, but *Get Bass* should make it as a U.S. release by the end of the year. **52** Reactions have been mixed regarding *CART: Super Speed Racing*, however, the game is still on track for a release at launch time. **SQUARESOFT:** **53** Squaresoft's biggest title yet, *Final Fantasy VIII*, has finally been given a U.S. release date of August 31st. Look no further than *Tips & Tricks* for an awesome strategy! **54** Even though *Saga Frontier* wasn't nearly as popular as *FF VII*, Square hopes that by releasing *SF 2*, people will come to appreciate the series. **THQ:** **55** *Knights of Carnage* is a side-scrolling beat-'em-up in the vein of that ancient EA game for the Genesis, *Sword of Sodan*. **56** *Shao Lin*, a 4-Player fighting fest, is being buttoned up as I write these words. Characters have multiple fighting styles, including Bruce Lee's very own Jeet Kune Do. **UEP SYSTEMS:** **57** The DC exclusive version of *Cool Boarders* should blow some minds. Slopes are littered with all sorts of obstacles, including animals and breakable objects. **VIDEO SYSTEM:** **58** *Harrier 2001* has been pushed back to Fall of '99, due to the fact that the game has been virtually re-programmed from the ground up.

LAST MINUTE GAMING INFORMATION...

• Since the announcement of PlayStation 2 in March, several key developers have announced that they are currently developing for the new system. Konami, Game Arts, Human, Capcom, Namco, Gasto, Koei, 3DO, GT, Core, Acclaim and Naughty Dog have all confirmed. The list will probably grow as the year goes on. Namco has hinted that its first game on PlayStation 2 will be on CD rather than DVD in case the system is delayed and they have to convert the game for the PlayStation. Core has announced that *Fighting Force 2* is in development. In other Sony news, rumors are circulating in Japan that the price of the PlayStation will drop to ¥9,800 sometime in the Spring. Could this mean another price drop announcement for the U.S. could be made at the E3 expo?

• Namco will release an updated version of its popular fighting game called *Tekken Tag Tournament*. As the name suggests, players will be able to choose two or three characters for a single match and switch them around in mid-battle (much like *King of Fighters*). There will be a fifth button which will allow the "switch." The game will play on the System 12 arcade hardware (just like *Tekken 3*), so a PlayStation conversion is not out of the question.

• Sega has announced a new fighting game on the Naomi board called *Waffupu*. The game has a unique fighting system, much like Ocean's *Fighter's Destiny*, where the player wins by scoring points by throws and knock-downs. No word yet as to a Dreamcast port of the game.

• Sega of America has officially announced the U.S. release of the Dreamcast. At a recent retailer's conference (Toys 'R' Us, Best Buy, Kaybee, EB, Babbages, etc.), Sega confirmed that the release date of its new system will indeed be September 9th, 1999 (9/9/99). The Dreamcast will be sold for $199.99. A Sega spokesman went on to say that 30,000 pre-orders have been taken through various retail chains, a number which is expected to grow to 200,000 pre-orders immediately prior to the launch. Sega predicts that by April 1st of next year, 1 million Dreamcast units will be sold in the U.S. The elusive $100 million marketing campaign will finally start kicking in toward late summer. Sega also promised that in the month of September, the public will be inundated with Dreamcast advertisements; that "Sega will be all you see." Further details regarding the Internet service for the Dreamcast were scheduled to be revealed at the Electronic Entertainment Expo in May. Although Sega of America was debating whether to include a DVD drive for the U.S. launch, those plans seem to have fallen through. 10 to 12 titles will be available at launch and by next year there should be more than 100 titles. Named as launch titles from Sega: *Sonic Adventure*, *Virtua Fighter 3tb*, *Super Speed Racing*, *House of the Dead 2*, *Sega Rally 2*, *NFL Football* (tentative title), *NBA Basketball* (tentative title) and *Geist Force*. Sega also said to look out for the following titles from third party developers around launch time: Power Stone, Ready 2 Rumble, Castlevania (although unlikely) and Soul Caliber.

• More Dreamcast News: Sega's *Shen Mue* will be released as four separate chapters starting with *Chapter 1: Yokusuka*. The first chapter will be released in Japan in August for a mere ¥2,800, almost half the cost of a regular Dreamcast game. Sega claims that even though the game is divided into four parts, the first chapter alone holds approximately 50 hours of gameplay. ASCII and Yuke's (the creators of *Evil Zone*) will release an RPG for the Dreamcast based on a popular Japanese comic called *Berserk Fighter*. Bizarre Creations has announced *Metropolis Street Racer*, a super-detailed racing game featuring cities from around the world such as Tokyo, San Francisco and London. Interplay is working on *MDK 2* for the Dreamcast. Players will be able to play all three characters this time: Kurt, the Doctor and Max, the dog! SNK's *The King of Fighters: Dream Match 1999* will be released on June 3rd in Japan. The game will have a few 3-D features and will be able to link to the Neo•Geo Pocket. *Cool Boarders* by UEP Systems is also slated for June and is also rumored to link to the Neo•Geo Pocket. The U.S. version of *Sonic Adventure* will feature new music by Chris Vrenna, percussionist for Nine Inch Nails.

• Konami just announced that an enhanced version of its popular game will be released in Japan in July called *Metal Gear Solid Integral*. The game is basically the same as *Metal Gear Solid* but includes a third disc with 300 VR training modes. The game will also feature a 1st-person mode! A special edit mode will allow users to place enemies wherever they want. The Japanese version will also feature full English dialogue, so import buyers shouldn't be intimidated. Konami's ever popular "Bemani" series is taking a step further with the *Bemani Club Kit*. The *Bemani Club Kit* can connect any two Bemani machines together to create a super-mix. Games that can connect to each another are: *Beatmania* (*Hiphopmania* in the U.S.), *Dance Dance Revolution* and *Guitar Freaks*. Owners of the PlayStation version of *Beatmania* and *Dance Dance Revolution* can insert their memory cards into the arcade machines to access custom and hidden stages. A PlayStation version of *Guitar Freaks* is also in the works. Lastly, *Metal Gear* creator *Hideo Kojima* has been saying that he is currently working on a Dreamcast title. Could it be a *Metal Gear* sequel?

• Square/EA's much anticipated title, *Final Fantasy VIII*, is being readied for an August 31st U.S. release date. Need we say more? Other Square/EA U.S. release dates are: *Chocobo Racing*, *Final Fantasy Anthology* (FFV and FFVI) and *Chocobo's Mysterious Dungeon* for January 2000.

• Capcom keeps them coming with *Street Fighter III 3rd Strike*: *Fight for the Future* scheduled for arcades this summer. *Street Fighter* veterans will be pleased to know that the car-smashing bonus stage will be back. New characters will be introduced like Q, Remy, Twelve and others. Old characters will all have new animations and moves. In other Capcom news that should excite all PlayStation fans, the third installment in the *Resident Evil* series—called *Resident Evil: Nemesis*—is scheduled for release in Japan this Fall. The game takes place 24 hours before and after the events in *Resident Evil 2*. Speaking of *Resident Evil 2*...*Resident Evil 2* is confirmed for the N64. It will utilize the 4 MB expansion pack and will have N64-exclusive features. *Rival Schools Evolution 2* will soon be released in Japan. The game has more mini-games but less fighting, making it a questionable product for the U.S. However, the game does have a *Bust-A-Groove*-like dancing game! After a long hiatus from the Game Boy, Capcom is working on *Resident Evil*, *Ghouls and Ghosts*, *1942* and *Street Fighter Alpha 2 for the Game Boy Color*! And last but definitely not least is Capcom's announcement of a new *Spawn* game for the Naomi arcade machine and for Dreamcast. More details on the Spawn game will be coming!

• In N64 news, Rare has finally announced some U.S. release dates: *Jet Force Gemini* on August 30th, *Perfect Dark* in late September and *Banjo-Tooie* sometime in 2000. Titus sadly canned its two N64 projects, *Jungle Bots* and *Quest for Camelot*, citing that they would not appeal to the U.S. market. Crave has reportedly acquired the rights to publish the N64 version of *Gex 3: Deep Cover Gecko*. Nintendo has confirmed *Mario Golf* for release on September 13th. Midway is planning to release *Hydro Thunder* for the N64 later this year. It will support the expansion pack. Taito will release *Densha De Go! 2* for the N64 in Japan in the Fall, giving more credibility to the N64 in Japan.

• 989 Studio's mysterious title Diabolical Adventures of Tobu has been cancelled due to internal strife within the development team after numerous delays. Out of sight, out of mind?

• Game Arts' *Grandia* will come to the PlayStation in the U.S. on August 13th thanks to SCEA.

• THQ is reportedly planning to publish Riverhill Soft's *Overblood 2* in the U.S. Expect a July release.

• Our friends at Retro Studios are hiring! Retro is a new video game company that is proud to be involved in developing for Nintendo's next game console, the successor to the N64. If you are a programmer, 3-D artist, character animator, game designer or project manager and you're interested in working at one of the most promising new development houses in the industry, send your resume and demo reel to Retro Studios, Dept. GD, 3410 Far West Blvd., Suite 300, Austin, TX 78731 (or e-mail jobs.gd@retrostudios.com) and tell them you read about them in *Tips & Tricks*.

• On the weekend of August 14 and 15, 1999, fans of classic video games will converge on the Plaza Hotel in Las Vegas, Nevada for Classic Gaming Expo '99. Organized by Keita Iida and John Hardie—two of the video game fanatics who were responsible for last year's World of Atari '98 expo—the CGE is expected to attract a large number of classic game creators, many of whom will be making keynote speeches and answering questions from fans of their games. Among the luminaries scheduled to attend are Ralph Baer (the "father of video games"), Nolan Bushnell (founder of Atari Corp.), former Activision designers David Crane (*Pitfall!*), Steve Cartwright (*Megamania*) and Garry Kitchen (*Keystone Kapers*) and many more. Other highlights will include a museum of classic game systems and arcade machines, dozens of vendors and exhibitors selling classic games and systems and video game tournaments co-sponsored by the Twin Galaxies Intergalactic Arcade Scoreboard, the results of which will be published in the next edition of the *Twin Galaxies Official Video Game & Pinball Book of World Records*. For more information, check www.cgexpo.com on the web. We'll see you there!

• Three parents have sued 25 entertainment companies including Sega, Nintendo and Sony, after their children were killed in the infamous school shooting in Paduch, Kentucky on Dec. 1st, 1997. The suit claims that the murderer, Michael Carmeal, was heavily influenced by violent games such as *Quake*, *Doom* and *Mortal Kombat*. Carmeal even testified that those games "honed his shooting skills". The suit will most likely be thrown out before going to trial due to Free Speech rights.

• The Associated Press reported that a 10-year-old boy in Singapore was killed by an arcade game. Ang Rul Cheng was electrocuted by the gun controller while playing *Space Gun* at a local arcade. He was rushed to a hospital and was pronounced dead soon after. As Ara says, the moral of the story is...don't play *Space Gun*.

• At the annual CESA (Computer Entertainment Software Association) Awards held in Tokyo in April, Nintendo's *Zelda: the Ocarina of Time* was presented with the Best Game of '98 award. *Biohazard 2* (*Resident Evil 2* in the U.S.) was awarded Second Place. Other winners were: *Ridge Racer 4* for Best Graphics, *Beatmania* for Best Sound and *Pikachu Genki De Chu* for Best Character. 342 titles were submitted and 54 were nominated. The games were then voted on by the public through mail and e-mail. this year there were 130,000 participants, making this the biggest video game award event. CESA hopes to make this annual award ceremony as important as the recording industry's Grammy awards in the near future.

GAME TRACK!

Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64

JUNE

1	Airboardin' USA	Agetec
2	All Star Tennis 99	Ubi Soft
3	Assault	Telstar
4	Command & Conquer	Nintendo
5	Harrier 2001	Video Systems
6	Hybrid Heaven •	Konami
7	Ken Griffey Jr.'s Super Slugfest	Nintendo
8	Monaco Grand Prix	Ubi Soft
9	Pokémon Snap •	Nintendo
10	Quake II	Activision
11	Rat Attack	Mindscape
12	Rugrats: Scavenger Hunt	THQ
13	Shadowgate	Kemco
14	Shadowman	Acclaim
15	Tonic Trouble	Ubi Soft
16	World Driver Championship	ASCII

JULY

17	F-1 World Grand Prix II	Video Systems
18	In-Fisherman Bass Hunter	Rockstar
19	Lego Racers	Lego Media
20	Monster Truck Madness	Rockstar
21	The New Tetris	Nintendo
22	Twelve Tales: Conker 64	Nintendo
23	WWF Attitude	Acclaim

AUGUST

24	Caesar's Palace	Crave
25	Duke Nukem: Zero Hour	GT
26	Goemon's Great Adventure •	Konami
27	Jet Force Gemini	Rare
28	Playmobil	Ubi Soft
29	Pokémon Stadium •	Nintendo
30	RC Re-Volt	Acclaim
31	Starcraft	Nintendo

SEPTEMBER

32	Blitz 2000	Midway
33	Gauntlet Legends	Midway
34	Looney Tunes: Space Race	Infogrames
35	Mario Golf	Nintendo
36	NFL Quarterback Club 2000	Acclaim
37	Perfect Dark	Rare
38	Rayman 2	Ubi Soft
39	Ready 2 Rumble Boxing	Midway
40	Roadsters 99	Titus
41	Vigilante 8: Second Offense	Activision

3RD QUARTER '99

42	Carmageddon	Interplay
43	Gex 3: Deep Cover	Eidos
44	Harvest Moon	Natsume
45	Hercules: The Legendary Journeys	Titus
46	Jeff Gordon Racing	ASC
47	Jeremy McGrath Supercross	Acclaim
48	Legend of the River King	Natsume
49	Legend of the Sea King	Natsume
50	Ogre Battle 3 •	Nintendo
51	Road Rash	THQ
52	Ronaldo Soccer	Infogrames
53	Tasmanian Express	Ocean
54	Tiger Woods 2000	EASports
55	Winback	Koei
56	V-Rally	Infogrames
57	WCW Mayhem	EA
58	WWF: Attitude	Acclaim
59	X-Men	Activision
60	Xena: The Warrior Princess	Titus

OCTOBER

61	Dethcarz	GT
62	Hydro Thunder	Midway
63	Tom Clancy's Rainbow Six	Southpeak

NOVEMBER

64	Army Men: Sarge's Heroes	3DO
65	NBA JAM 2000	Acclaim
66	Resident Evil: Nemesis	Capcom
67	War: Final Assault	Midway

DECEMBER

68	Armorines	Acclaim
69	BattleTanx II	3DO
70	Earthbound (Mother 3)	Nintendo

4th QUARTER '99

71	Knockout Kings	EA Sports
72	Mortal Kombat: Special Forces	Midway

POSSIBLE IN '99

73	Banjo Tooie	Rare
74	Battlezone	Activision
75	Blues Brothers 2000	Titus
76	Bomberman 2	Hudson
77	Chameleon Twist 2 •	Sunsoft
78	Charlie's Blast Territory	Kemco
79	Donkey Kong Country	Nintendo
80	Earthworm Jim 3D	Rockstar
81	Jest	Ocean
82	Nuclear Strike	THQ
83	Pikachu Genki De Chu •	Nintendo
84	Pitfall!	Activision
85	Rollerball	MGM
86	Space Invaders	Activision
87	Spider-Man	Activision
88	Star Wars: The Phantom Menace	Nintendo
89	Super Mario RPG 2	Nintendo
90	Turok 3	Acclaim
91	WCW 99	EA Sports

PLAYSTATION

JUNE

1	Ape Escape	SCEA
2	Carmageddon 2	Interplay
3	Centipede	Hasbro
4	Chessmaster Millennium	Mindscape
5	Driver	GT
6	Jeff Gordon XS Racing	ASC
7	Kawasaki Motocross	Activision
8	Knights of Carnage	THQ
9	Legacy of Kain: Soul Reaver	Eidos
10	Monaco Grand Prix	Ubi Soft
11	The Next Tetris	Hasbro
12	Omikron: The Nomad Soul	Eidos
13	Quake II	Activision
14	Rat Attack	Mindscape
15	Silhouette Mirage	Working Designs
16	StarCon	Accolade
17	Star Ocean: The Second Story •	SCEA
18	Ultimate Eight Ball	THQ
19	Vermin	Eidos

JULY

20	Bass Landing	Agetec
21	Jade Cocoon •	Crave

* Publishers, please contact us with updates and/or corrections.
• Denotes that the game is available on import as of press time.

22	NFL Extreme 2	989
23	Shao Lin	THQ

AUGUST

24	007: Tomorrow Never Dies	MGM
25	Final Fantasy VIII •	Square/EA
26	R/C Revolt	Midway
27	Rayman 2	Ubi Soft
28	Soul of the Samurai •	Konami
29	South Park	Acclaim
30	Suikoden II •	Konami
31	Thousand Arms •	Atlus

SEPTEMBER

32	Gauntlet Legends	Midway
33	Superman	Titus
34	Tony Hawk's Pro Skater	Activision

3RD QUARTER '99

35	Alien Resurrection	Fox
36	Bug's Bunny: Lost in Time	Infogrames
37	Croc 2	Fox
38	G-Police: Weapons of Justice	Psygnosis
39	Galerians	Agetec
40	Gran Turismo 2 •	SCEA
41	Ling Rise	Agetec
42	Messiah	Interplay
43	R-Type Delta •	Agetec
44	Ready 2 Rumble	Midway
45	Rising Zan: The Samurai Gunman •	Agetec
46	Shadow Man	Acclaim
47	WCW Mayhem	EA

4th QUARTER '99

48	R.C. Stunt Copter	Midway
49	Resident Evil: Nemesis	Capcom

POSSIBLE IN '99

50	Ace Combat 3	Namco
51	Armored Core: Master of Arena	T.8.D.
52	Daikatana	Eidos
53	Dino Crisis	Capcom
54	Dragon Quest VII •	Enix
55	Dragon Valor	Namco
56	I.Q. Final •	SCEA
57	Kiss: Psycho Circus	Rockstar
58	Macross Digital Mission VF-X2	Bandai
59	Monster Rancher 2 •	Tecmo
60	Omega Boost	SCEA
61	Racing Lagoon •	Square
62	Spider-Man	Activision
63	Tail Concerto •	Bandai
64	Tales of Fantasia •	Namco
65	Um Jammer Lammy •	SCEA
66	Wild Wild West	Southpeak
67	Wipeout 3	Psygnosis
68	Vigilante 8: Second Offense	Activision

ARCADE 3RD QUARTER '99

1	Angler King •	Namco
2	Battle Gear •	Taito
3	Crazy Taxi •	Sega
4	Dance Dance Revolution •	Konami
5	Dead or Alive 2 •	Tecmo
6	Flash Beats •	Sega
7	Giga Wing •	Capcom
8	GP 500 •	Namco
9	Guitar Freaks •	Konami
10	Pilot Kids •	Psikyo
11	Ring Out 4X4 •	Sega
12	Street Fighter III: 3rd Impact •	Capcom
13	Zombie Revenge •	Sega

POSSIBLE IN '99

14	Bust-A-Groove •	Enix
15	Chaos Heat •	Taito
16	Final Fight 2 •	Capcom
17	Gunmen Wars •	Namco
18	Race On	Namco
19	Strider 2	Capcom
20	Tekken 3 Tag Team	Namco
21	Virtua Cop 3	Sega

GAME BOY JUNE

1	All Star Baseball 2000	Acclaim
2	Bust-A-Move 4	Acclaim
3	Conker's Pocket Tales	Nintendo
4	Mr. Domino	Acclaim
5	Paperboy	Midway
6	Pokémon Pinball (w/rumble) •	Nintendo
7	R-Type DX	Nintendo
8	Space Station: Silicon Valley	Take 2
9	Spawn	Konami
10	Super Boy	Midway
11	Vigilante 8 (w/rumble)	Vatical
12	Yoda Stories	THQ
13	Zebco Fishing (w/rumble)	Vatical

JULY

14	In Fisherman's Bass Hunter	Take 2
15	Spy vs. Spy	Kemco
16	Tarzan	Activision

AUGUST

17	Dogz	Mindscape
18	Catz	Mindscape
19	Shadow Man	Acclaim

POSSIBLE IN '99

20	Bomberman Quest •	Hudson
21	Pokémon (Yellow) •	Nintendo
22	Pokémon (Gold)	Nintendo
23	Pokémon (Silver)	Nintendo

DREAMCAST SEPTEMBER

1	Geist Force	Sega
2	The House of the Dead 2	Sega
3	NBA 2000 (working title)	Sega
4	NFL 2000 (working title)	Sega
5	Power Stone	Capcom
6	Ready 2 Rumble	Midway
7	Sonic Adventure	Sega
8	Soul Caliber	Namco
9	Super Speed Racing	Sega
10	Sega Rally 2	Sega
11	Virtua Fighter 3tb	Sega

POSSIBLE IN '99

12	Blitz 2000	Midway
13	Blue Stinger	Climax
14	Castlevania	Konami
15	Get Bass	Sega
16	Hydro Thunder	Midway
17	Marvel vs. Capcom	Capcom
18	MDK2	Interplay
19	Mortal Kombat Gold	Midway
20	Resident Evil: Code Veronica	Capcom
21	Shen Mue Chapter 1: Yokosuka	Sega

NEO•GEO POCKET 3rd QUARTER '99

1	Drive Alert Burn Version	SNK
2	Drive Alert Rebecca Version	SNK
3	Fatal Fury: First Contact	SNK
4	Metal Slug: First Mission	SNK
5	Neo 21 Blackjack	SNK
6	Neo Turf Master	SNK
7	Neo Baccarat	SNK
8	Pocket Fishing	SNK
9	The Last Blade	SNK
10	World Heroes Pocket	SNK

AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold **L + R + Z** on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap **Up** on the D-pad and the **C⊕** button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press **START** or **A** on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the **R** button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

Turbo Start

At the starting line, hold the **A** and **B** buttons. When the announcer says, "Set, Ready, GO!" release the **B** button just before he says "GO!" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the A button to accelerate, hold **Z** and point the joystick hard **Left** or **Right**, then release both buttons and quickly press **A** again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

AEROFIGHTERS ASSAULT

Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: **Up**, **C⊕**, **Left**, **C⊕**, **Down**, **C⊕**, **Right**, **C⊕**, **L**, **R**, **Z**. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press **C⊕**, **C⊕**, **C⊕**, **C⊕**, **C⊕**, **C⊕**, **C⊕**. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already gained access to Mao Mao if you continued more than three times in the Tokyo stage.

Secret Character: Spanky

To access another secret character, you must complete the following requirements:

1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing".

2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during daytime.

3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."

4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.

5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.

6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

ALL-STAR BASEBALL 99

Secret Codes

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below:

A T E M Y B U I K—Unlocks secret "Allenapolis Park" stadium in Exhibition Mode

P R P P A P L Y R—Players are paper-thin

G O T H E L I U M—Players' heads, feet, hands and bats are big

A B B T N C S T L O—Some players are fat, others are thin

B B N S T R D S—Big baseball

G R T B L S F D S T—Baseball leaves a smoking trail

Note: With the exception of the "Allenapolis Park" code, each of the above cheats can be toggled on and off at any time during gameplay with the following button codes; you don't need to enter the above passwords to use these:

• Players are paper-thin—Pause the game, then hold **Z** and press **C⊕**, **C⊕**, **A**, **C⊕**, **A**, **C⊕**, **C⊕**, **C⊕**, **C⊕**, **C⊕**

• Players' heads, feet, hands and bats are big—Pause the game, then hold **Z** and press **C⊕**, **C⊕**, **A**, **C⊕**, **C⊕**, **B**, **C⊕**, **C⊕**, **C⊕**

• Some players are fat, others are thin—Pause the game, then hold **Z** and press **A**, **C⊕**, **C⊕**, **C⊕**, **C⊕**, **B**, **C⊕**

• Big baseball—Pause the game, then hold **Z** and press **C⊕**, **A**, **C⊕**, **C⊕**, **B**, **A**, **C⊕**, **C⊕**

• Baseball leaves a smoking trail—Pause the game, then hold **Z** and press **B**, **C⊕**, **C⊕**, **C⊕**, **C⊕**, **B**, **A**, **C⊕**, **C⊕**

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

• Enter "C H E A T L O T S O F G O E S W I T H M A N Y B A N J O S" to earn infinite lives.

• Enter "C H E A T A N E N E R G Y B A R T O G E T Y O U F A R" to max out the capacity of your energy bar at eight honeycomb pieces.

• Enter "C H E A T D O N T B E A D U M B O G O S E E M U M B O" to earn Infinite Mumbo Tokens.

• Enter "C H E A T N O W Y O U C A N F L Y H I G H I N T H E S K Y" to earn Infinite red feathers.

• Enter "C H E A T A G O L D E N G L O W T O P R O T E C T B A N J O" to earn infinite gold feathers.

• Enter "C H E A T G I V E T H E B E A R L O T S O F A I R" to have infinite air when underwater.

• Enter "C H E A T B A N J O B E G S F O R P L E N T Y O F E G G S" to earn infinite eggs.

For each code, you will hear a "Mool" sound when you enter the first five letters; If you do not hear the "Mool" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the **C⊕** button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

• Enter "B O T T L E S B O N U S O N E" to give Banjo a big head.

• Enter "B O T T L E S B O N U S T W O" to give Banjo big hands and feet.

• Enter "B O T T L E S B O N U S T H R E E" to make Kazooie big.

• Enter "B O T T L E S B O N U S F O U R" to make Banjo tall and thin.

• Enter "B O T T L E S B O N U S F I V E" to get a tall, thin Banjo with big hands and feet.

• Enter "B I G B O T T L E S B O N U S" to activate all of the above codes at once.

• Enter "W I S H Y W A S H Y B A N J O" to change Banjo into a washing machine.

• Enter "N O B O N U S" to deactivate all active codes.

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

M S T S R V V—Invincibility

C R S T L C L R—Invisibility

F R G Z—Giant frogs randomly roam the streets

T D Z—Queen Lords are replaced by toads

W M N R S M R T R—Unlock Storm Ravens gang

L T S L T S G N G S—Select any gang in Campaign mode

Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press **A + B** simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BIO FREAKS

Secret Screen

Hold any **C** button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

First-Person View

During any battle, hold **Left** on the D-pad or analog stick and press the **START** button to switch to a first-person view. To change back to the normal view, hold the pad or stick **Down** and press **START** again.

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—**A**, **C⊕**, **C⊕**, **C⊕**, **Left**

Restore health—**Down**, **Up**, **Right**, **A**, **B**, **Left**, **C⊕**

All artifacts—**Up**, **C⊕**, **C⊕**, **Z**, **Up**, **Left**

Dancing Adam—**Down**, **Up**, **C⊕**, **Down**, **C⊕**, **C⊕**

Bad Adam—**C⊕**, **C⊕**, **A**, **C⊕**, **C⊕**, **Left**

Tall Adam—**B**, **A**, **C⊕**, **A**, **C⊕**, **A**

Short Adam—**Down**, **C⊕**, **A**, **Right**, **Z**

Kill Adam—**B**, **Left**, **C⊕**, **C⊕**, **Down**

Blouse cheat—**Z**, **C⊕**, **B**, **Left**, **C⊕**

Access all weapons—**A**, **Right**, **C⊕**, **C⊕**, **C⊕**, **A**, **Left**

More powerful weapons—**C⊕**, **C⊕**, **Up**, **Z**, **Z**, **Left**, **C⊕**

Surreal Mode—**C⊕**, **Up**, **Right**, **Right**, **C⊕**, **A**, **Left**

Change Nearest Harvester into Mutant—**C⊕**, **Up**, **Z**, **Z**, **C⊕**, **Right**

Fat Legged Aliens—**Left**, **A**, **Right**, **Down**

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

BUST-A-MOVE 2: ARCADE EDITION

Another World

At the title screen—while the words "Press Start" are flashing—press **L**, **Up**, **R**, **Down**. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

Character Select

Start the game in Puzzle Game mode. When the map screen appears, press **Left**, **Left**, **Up**, then hold **Down**, hold **R** and press **L**. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character, then press **A** or **START** to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE '99

Another World

At the title screen—while the words "Press Start" are flashing—press **B**, **Left**, **Right**, **B**. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press **START** Button" are flashing—hold the **Z** button and press **Right**, **Left**, **Up**, **Down**, **A**, **B**, **START** (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (In Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky." There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

CLAY FIGHTER 63 ⅓

Secret Options

At the character-select screen, hold the **L** button and press **C⊕**, **C⊕**, **C⊕**, **C⊕**, **B**, **A**. If performed correctly, the screen should flash with a white light. Exit this screen by pressing **B**, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select a stage to fight in and more.

Secret Characters

Each of the following codes can be entered at the character-select screen:

• Doctor Kiln—Hold the **L** button and press **B**, **C⊕**, **C⊕**, **C⊕**, **C⊕**, **A**

• Sumo Santa—Hold the L button and press **A**, **C⊕**, **C⊕**, **C⊕**, **C⊕**, **B**

• Boogerman—Hold L and press **Up**, **Right**, **Down**, **Left**, **Right**, **Left** on the D-pad

CLAY FIGHTER SCULPTOR'S CUT

Secret Characters

At the character-select screen, enter any of the following codes, then highlight the "?" box and press the **R** button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing **R** at the "?" box to cycle through the secret characters:

• Earthworm Jim—Hold the L button and press **B**, **C⊕**, **C⊕**, **C⊕**, **C⊕**, **C⊕**

• Sumo Santa—Hold the **L** button and press **A**, **C⊕**, **A**, **C⊕**, **C⊕**, **C⊕**

• Boogerman—Hold the **L** button and press **B**, **B**, **C⊕**, **C⊕**, **C⊕**, **C⊕**

• High Five—Hold the **L** button and press **C⊕**, **C⊕**, **C⊕**, **C⊕**, **B**, **A**

Computer-Controlled Characters

At the character-select screen, highlight the character you'd like to see fighting, hold the **L** button and press **A**, **A**, **A**, **A**, **A**, **C⊕**, **C⊕**, **C⊕**, **C⊕**, **B**, **A**, **C⊕**. The computer will take over your character, so just sit back and watch him or her fight.

Debug Mode

At the character-select screen, hold the L button and press **A**, **B**, **A**, **B**, **A**, **B**, **C⊕**, **C⊕**, **Up**, **C⊕**, **C⊕**, **C⊕**. Now start the game; when the fighters appear, press **START** to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the **C⊕** and **C⊕** buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

CRUIS'N USA

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)—Hold **L + C⊕ + C⊕**

San Francisco (lower-right corner)—Hold **L + C⊕ + C⊕**

Indiana (upper-right corner)—Hold **L + C⊕ + C⊕**

Secret Vehicles

At the "Choose Car" screen, press and hold

the C◀, C▶ and C▼ buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or START to confirm your choice.

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press **Down** to move to the bottom of the list of high scorers and hold **Left** to make the conveyor belt move. Keep holding **Left** for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

DARK RIFT

Fight Demitron

At the title screen—when the words "PRESS START" are flashing—press **Up**, C▶, **R**, **Right**, **Down**, B, B, B, C▶ to warp to a one-player Demitron vs. Demitron battle.

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:

Sonork—**L**, **R**, C◀, C▶, C▼, C▲

Demitron—**A**, **B**, **R**, **L**, C▼, C▲

You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

Aaron's Ending—**Up**, C▶, **R**, **Right**, **Down**, **R**, **R**, C▶

Demonica's Ending—**Up**, C▶, **R**, **Right**, **Down**, **R**, **R**, C▶

Demitron's Ending—**Up**, C▶, **R**, **Right**, **Down**, **L**, **L**, C▶

Eve's Ending—**Up**, C▶, **R**, **Right**, **Down**, **R**, **R**, C▶

Gore's Ending—**Up**, C▶, **R**, **Right**, **Down**, **R**, **R**, C▶

Morphix's Ending—**Up**, C▶, **R**, **Right**, **Down**, **R**, **R**, **B**

Niki's Ending—**Up**, C▶, **R**, **Right**, **Down**, **R**, **R**, **A**

Scarlet's Ending—**Up**, C▶, **R**, **Right**, **Down**, **L**, **L**, C▶

Sonork's Ending—**Up**, C▶, **R**, **Right**, **Down**, **L**, **L**, C▶

Zenmuron's Ending—**Up**, C▶, **R**, **Right**, **Down**, **L**, **L**, C▶

DEADLY ARTS

Secret Characters

At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:

Gouriki—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**

Reiji—**A**, **B**, **Right**, **Left**, **Right**, **Left**, **Down**, **Down**, **Up**, **Up**

You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant Wizpig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*

TEENYWEENIES—Small characters*

JUKEBOX—Music menu (appears under "Audio Options")

FREEFRUIT—Start with 10 bananas

BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*

WHODIDTHIS—Display credits (when you exit the Magic Codes menu)

BYEBYEBALLOONS—Disable weapons

NOYELLOWSTUFF—Disable bananas

BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas

BOMBSAWAY—All balloons are red (missiles)

TOXICOFFENDER—All balloons are green (drop items)

ROCKETFUEL—All balloons are blue (turbo)

BODYARMOR—All balloons are yellow (shields)

OPPOSITESATTRACT—All balloons are rainbow (magnets)

FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)

ZAPTHEZIPPERS—Turn off zippers

DOUBLEVISION—Select same player (both players can choose the same character)*

OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)

JOINTVENTURE—Enable two-player "Adventure" mode*

TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

7 T J L B D F W B F G V J V V B

With this password in place, press **START** to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the name of the stage and press a C button to warp there.

Taunts

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left**, **Left**, **L**, **L**, **Right**, **Right**, **Left**, **Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

- Invincibility On/Off—Press the R button seven times, then press **Left**
- Monsters On/Off—Press **L**, C▶, **Left**, **R**, C▶, **Right**, **Left**, **Left**
- All Items On/Off—Press **R**, C▶, **Right**, **L**, C▶, **Left**, C▶, **Right**
- Level Select—Press **L**, **L**, **L**, C▶, **Right**, **Left**, **Left**, C▶

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

EXTREME-G

Cheat Codes

At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTREME—Increases your vehicle's top speed

XGTEAM—Enter this name, then press **R** again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2)

Cheat Codes

At the vehicle select screen, press **R** to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

2064—Changes all vehicles into *WipeOut*-style planes

FLICK—Blurry graphics

LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons

NOPANEL—Removes all timers, gauges and counters from the screen

NEUTRON—"*Tron*" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

SPIRAL—Makes the screen rotate continuously during a race

SPYEYE—Overhead camera angle

XCHARGE—Infinite weapon energy and shield energy

XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important:* You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed:

- Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".
- Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".
- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.
- Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".
- Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code

At the "Select Mode" screen, press **L**, **Z**, **R**, C▶, C▼, C▲, C◀, **START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press **L** + **R** + C▶ + C▼; all of the available vehicles will shrink.

FIFA: ROAD TO WORLD CUP 98

Secret Cheats

To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below:

- Small Players—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY".
- Ghost Players—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO".
- Invisible Players—Choose the "England" league, select the Sheffield W team and change any player's name to "WAYNE".
- Players Fall Down Randomly—Choose the "Zone 4—UEFA" league, select the R Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times.
- Invisible Stadium—Choose any team and change any player's name to "CATCH22".
- Invisible Walls—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds.
- Black Line Mode—Choose the "Zone 5—CONCACAF" league, select the Canada team and change any player's name to "MARC".
- Upside-Down Screen—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU"...or choose the "USA" league, select the Vancouver team and change any player's name to "TED".
- Access Road to World Cup, Round 2—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you

can access the First or Final Round without playing the Qualifying Round.
• Unlimited Player Attribute Points—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.
• Watch Victory Animations—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu; when the round select screen appears, press C⬇ + C⬅ + Z. A special screen will appear. Press Left or Right to choose any victory animation sequence (from A to H) and press A to view it.

FLYING DRAGON

Extra Difficulty Levels
At the Option menu, set the difficulty level to "Easy", then press Left 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press Right 20 times, a "Very Hard" setting will appear.

FORSAKEN 64

Secret Codes
Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:
• Turbo Crazy Mode—B, B, R, Up, Left, Down, C⬅, C➡
• Psychidelic Mode—A, R, Left, Right, Down, C⬅, C➡, C⬇
• Wireframe Mode—L, L, R, Z, Left, Right, C⬅, C➡
• Gore Mode—Z, Down, C⬅, C➡, C⬅, C➡, C⬅, C➡
• Stealth Mode—Up, Up, Up, Up, Right, Down, C⬅, C➡
• Infinite Primary Weapon—A, R, Z, Right, C⬅, C➡, C⬅, C➡
• Infinite Secondary Weapon—B, B, Z, Left, Left, C⬅, C➡, C⬅
• Infinite Weapon Energy—L, Z, Left, Right, Down, Down, C⬅, C➡
• Infinite Titans—A, B, L, Up, Up, C⬅, C➡, C⬅
• Infinite Solaris—B, L, L, Z, Up, Down, C⬅, C➡
• Kill Enemies with One Shot—B, B, B, L, R, Left, Down, Down
• Freeze Enemies—R, Z, Right, Right, C⬅, C➡, C⬅, C➡

FOX SPORTS COLLEGE HOOPS '99

Secret Codes
Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:
N O G G I N—Big head mode
G H O S T—Ghost mode
Z – W O O D—Z-Axis basketball court
T E A M – Z—Z-Axis team
N O F A N S—Dark background, improved frame rate
T R A I L S—"Trippy" ball effect
B U Z Z Z—No shot clock
T H I R T Y—60-second game
H O M E—Home team is favored
M O N K E Y—Alternate sound effects

GLOVER

Cheat Codes
At any time during the game, press START to pause, then enter any of the following codes:
Level select—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Open portals—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Open levels—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Locate Garibs—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Call ball—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Checkpoints—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Infinite lives—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Powerball—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Control ball—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Infinite energy—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Enemy ball—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Low gravity—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Big ball—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Fisheye—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Camera rotate R—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Camera rotate L—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Mad Garibs—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Death spell—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Frog spell—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Hercules—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Speed up—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Boomerang ball—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Vanish ball—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Froggy—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Secret cheat—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
All cheats off—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅

GOLDENEYE 007

Extra Characters in Multiplayer Mode
Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:
1) Hold L + R and press C⬅
2) Hold L and press C⬅
3) Hold L + R and press Left on the D-pad
4) Hold L and press Right on the D-pad
5) Hold R and press Down on the D-pad
6) Hold L + R and press C⬅
7) Hold L and press C⬅
8) Hold L + R and press Right on the D-pad
9) Hold L + R and press C⬅
10) Hold L and press Down on the D-pad
If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

Cheat Options
Each stage in *GoldenEye* will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Options" will appear inside your agent file folder; access this menu to turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another option called "007 Mode" will appear; this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the enemies in the game. Here's a list of all of the cheat options:
• To earn the "Paintball Mode" cheat, defeat the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting.
• To earn the "Invincibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent" difficulty setting.
• To earn the "DK Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.
• To earn the "2x Grenade Launcher" cheat, defeat the Surface stage in 3:30 or less at the "Secret Agent" difficulty setting.
• To earn the "2x Rocket Launcher" cheat, defeat the Bunker stage in 4:00 or less at the "00 Agent" difficulty setting.
• To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" difficulty setting.
• To earn the "No Radar (multiplayer)" cheat, defeat the Frigate stage in 4:30 or less at the "Secret Agent" difficulty setting.
• To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.
• To earn the "2x Throwing Knives" cheat, defeat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting.
• To earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting.
• To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00 Agent" difficulty setting.
• To earn the "Enemy Rockets" cheat, defeat the Streets stage in 1:45 or less at the "Agent" difficulty setting.
• To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret Agent" difficulty setting.
• To earn the "Silver P97" cheat, defeat the Train stage in 5:25 or less at the "00 Agent" difficulty setting.
• To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.
• To earn the "Infinite Ammo" cheat, defeat the Control stage in 10:00 or less at the "Secret Agent" difficulty setting.
• To earn the "2x RC-P90s" cheat, defeat the Caverns stage in 9:30 or less at the "00 Agent" difficulty setting.
• To earn the "Gold P97" cheat, defeat the Cradle stage in 2:15 or less at the "Agent" difficulty setting.
• To earn the "2x Lasers" cheat, defeat the Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting.
• To earn the "All Guns" cheat, defeat the Egyptian stage in 6:00 or less at the "00 Agent" difficulty setting.

HEXEN

Cheat Menu
During the game, press START to pause. When the "Paused" menu appears, quickly press C⬅, C➡, C⬅, C➡. A new option called "Cheat" will appear. Highlight this option and press A to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes *quickly* at the "Cheats" menu:
God Mode (invincibility)—C⬅, C➡, C➡
Clipping (walk through walls)—Press C⬅ 20 times, then C➡
Visit (stage select)—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅
Butcher (kill all enemies in the area)—C⬅, C⬅, C⬅, C⬅
Health (refill health)—C⬅, C⬅, C⬅, C⬅
Collect All Keys—C⬅, C⬅, C⬅, C⬅
Collect All Artifacts—C⬅, C⬅, C⬅, C⬅
Collect All Weapons—C⬅, C⬅, C⬅, C⬅
Collect Puzzle Items—C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅, C⬅

IGGY'S RECKIN' BALLS

Secret Codes
At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on or off by pressing START during the game; you'll find a "Cheat Menu" option at the "Paused" menu.
THEUNIVERSE—Allows you to access all of the secret worlds
HAPPYHEADS—Unlocks all but one of the secret characters
GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are slippery)
GOBABY—Gives you a maxed-out turbo meter
ZTIMES—2X Turbo Mode (turbo boosts last twice as long)
NONSTOP—"Roll Mode" (constant turbo)
SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)
ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

INTERNATIONAL SUPERSTAR SOCCER 64

Big Head Mode
Wait for the words "Press Start" to begin flashing on the title screen, then press C⬅, C➡, C⬅, C➡, C⬅, C➡, B, A, then hold the Z button and press START; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams
(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, C⬅, Up, C⬅, Down, C➡, Down, C➡, Left, C⬅, Right, C➡, Left, C⬅, Right, C➡, B, A, then hold the Z button and press START; you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

INTERNATIONAL SUPERSTAR SOCCER '98

Big Head Mode
Wait for the words "Press Start" to begin flashing on the title screen, then press C⬅, C➡, C⬅, C➡, C⬅, C➡, C⬅, C➡, B, A, then hold the Z button and press START; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams
(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, C⬅, Up, C⬅, Down, C➡, Down, C➡, Left, C⬅, Right, C➡, Left, C⬅, Right, C➡, B, A, then hold the Z button and press START; you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

KILLER INSTINCT GOLD

Boss Code
When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline.) When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors
As above, wait for the demo to show one of the character biographies When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options
As above, wait for the demo to show one of the character biographies When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits
As above, wait for the demo to show one of the character biographies When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits sequence.

Stage Select/Music Select
When playing in two-player mode, you can choose the stage you want to fight in by holding Up or Down when you press a button to select your character as follows:
Castle Stage—Hold Up and press B
Jungle Stage—Hold Up and press C⬅
Spaceship Stage—Hold Up and press C➡
Stonehenge Stage—Hold Up and press A
Museum Stage—Hold Up and press C⬇
Helipad Stage—Hold Up and press C⬅
Bridge Stage—Hold Down and press B
Dungeon Stage—Hold Down and press C⬅
Street Stage—Hold Down and press C➡
Dojo Stage—Hold Down and press A
Spinal Ship Stage—Hold Down and press C⬇
The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:
Sabrewulf Tune—Hold Up and press B
Maya Tune—Hold Up and press C⬅
Gladius Tune—Hold Up and press C⬅
Tusk Tune—Hold Up and press A
Fulgore Tune—Hold Up and press C⬇

Orchid Tune—Hold Up and press C⊕
Jago Tune—Hold **Down** and press **B**
Gargos Tune—Hold **Down** and press C⊕
T.J. Combo Tune—Hold **Down** and press C⊕
Kim Tune—Hold **Down** and press **A**
Spinal Tune—Hold **Down** and press C⊕
Secret Stage
In two-player mode, have both players choose their fighters by holding **Down** and pressing C⊕; you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground.

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick.
Big Head Mode
At any time during the game, press **Right, Right, Left, R, Z, START, A, START, A, START, Z** on Controller 1. To return the players' heads to normal, just enter the code again.
Disco Court
At any time during the game, press A, C⊕, Down, Up, C⊕, R, R, B, C⊕, C⊕, Z on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.
Secret Teams
Highlight "Pre-Season" at the main menu, hold the **L** button and press **START** or **A**. When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.
Tiny Players
At the main menu, press C⊕, C⊕, B, R, R, C⊕, Up, **Down**, C⊕, A, Z. Now when you start a game, the players will be tiny.
Alien Team
At the main menu, press C⊕, C⊕, C⊕, C⊕, **START, START, A, B, A, R, Z**. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

LODE RUNNER 3-D

Unlock Worlds
While inside any level during the game, press **START** to pause. When the "Options" screen appears, hold Z and press R, B, A, B, A, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again; this should clear up the problem.

MACE: THE DARK AGE

Play as War Mech and Ichiro
When the "Parental Advisory" screen appears just after you turn the system on, press **Down, Right, Up, Left** on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above **The Executioner** and **Lord Deimos**.
Play as Ned the Janitor
Enter the following code at the character-select screen:
1) Highlight Koyasha and press **START**.
2) Highlight the Executioner and press **START**.
3) Highlight Lord Deimos and press **START**.
4) Highlight Xiao Long and press Quick (**A** or **B** in the default control configuration).
Bunny Slippers
Enter the following code at the character-select screen:
1) Highlight Ragnar and press **START**.
2) Highlight Dregan and press **START**.
3) Highlight Koyasha and press **START**.
Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.
Switch Faces
Enter the following code at the character-select screen:
1) Highlight Al-Rashid and press **START**.
2) Highlight Takeshi and press **START**.
3) Highlight Mordos Kull and press **START**.
4) Highlight Xiao Long and press **START**.
5) Highlight Namira and press **START**.
Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MADDEN FOOTBALL 64

Secret Teams
Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows (note that all of the players on the EA Sports and Tiburon teams are 8'4" tall and are rated at 100 in all skill categories):
• Create a player named "AT MADDEN" to access the All-Time Madden team.
• Create a player named "SIXTIES" to access the '60s Conference B team.
• Create a player named "SEVENTIES" to access the All '70s team.
• Create a player named "EIGHTIES" to access the All '80s team.
• Create a player named "HOWLIE" to access the '97 Conference A team.
• Create a player named "LEI" to access the '97 Conference B team.
• Create a player named "STATS MEN" to access the All-Time Stats Leaders team.
• Create a player named "ELEC ARTS" to access the EA Sports team.
• Create a player named "TIBURON" to access the Tiburon team.
Secret Stadiums
Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:
• Create a player named "SAN MATEO" to access the EA Sports stadium.
• Create a player named "MAITLAND" to access the Tiburon Sports Complex.
See the Ending
When the EA Sports logo appears, hold **L + R + Z**; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MADDEN NFL 99

Secret Codes
Choose "Code Entry" from the main menu, then select "New Code" and enter any of the following codes to unlock secret features:
B E S T N F C—Unlock NFC Pro Bowl team
A F C B E S T—Unlock AFC Pro Bowl team
8 O O M—Unlock All-Madden team
I M T H E M A N—Unlock All-Time Stat Leaders team
P E A C E L O V E—Unlock All '60s team
B E L L B O T T O M S—Unlock All '70s team
S P R B W L S N U F L—Unlock All '80s team
H E R E A N D N O W—Unlock All '90s team
T U R K E Y L E G—Unlock All-Time Greats team
T H R O W B A C K—Unlock NFL 75th Anniversary team
G E A R G U Y S—Unlock NFL Equipment Managers team
W E L C O M E B A C K—Unlock 1999 Cleveland Browns
I N T H E G A M E—Unlock EA Sports team
H A M M E R H E A D—Unlock Tiburon team
E A S T A D I U M—Unlock EA Sports Stadium
O U R H O U S E—Unlock Tiburon Stadium

MAGICAL TETRIS CHALLENGE

"Endless Tetris" Stats
During a one-player game in "Endless Tetris" mode, press the **A** and **B** buttons simultaneously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

Secret Teams
At the main menu—the one with the spinning baseball that says "Exhibition/Season/World Series/HomeRun Derby"—tap all four **C** buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios.
See the Ending
At the stadium-select screen, tap all four **C** buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.
Fireworks
At the stadium select screen, press Z to enter "View Stadium" mode. While viewing the stadium, hold **R + Z** to see a small fireworks display at home plate.

MARIO KART 64

Reverse Tracks
If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.
Course Ghosts
• Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.
• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.
• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MARIO PARTY

Cheat the Computer
When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.
Earn Extra Stars + Coins
You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MICRO MACHINES 64 TURBO

Cheat Codes
Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:
Slow down computer cars—C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕
Super speed—C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕
Super jumping ability—**Right, Right, Down, Up, Down, Left, Down, Down**
Change vehicles—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—Up, **Down, Down,** C⊕, C⊕, C⊕, C⊕, C⊕. With the Debug code in place, the following options become available:
• Press all four **C** buttons simultaneously to make all of the vehicles on the track explode
• Hold Z and move the D-pad to tilt or rotate the camera angle
• Hold Z and press **L** or **R** to zoom in or out
• Hold Z and press C⊕ to have the computer control your car
• Hold Z and press C⊕ to end the race with you in first place!
"Name" Cheats
When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.
• Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MIKE PIAZZA'S STRIKE ZONE

Secret Codes
During the game, press **START** to pause, then enter any of the following codes at the "Today's Game" screen:
• Aluminum bats—**L, R, L, R, B, L, B, A, Right**
• Red bats—**L, R, L, R, R, Down, B, A, Right**
• Rainbow bats—**L, R, L, R, Z, B, R, A**
• Devil's Thumb stadium—**L, R, L, R, Right, A,** C⊕, **L, A**
• Activate all options on the Pitch menu—**L, R, L, R,** C⊕, **A, Z,** C⊕, **R, L**
See the Credits
When the Major League Baseball logo appears right after you turn the game on, quickly press **R, A, Z, R,** C⊕, **A, B**; you'll hear a signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear.
Secret Dedication
When the Major League Baseball logo appears right after you turn the game on, quickly press C⊕, **R, B, B**; you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.

MISSION: IMPOSSIBLE

Secret Codes
Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:
• Turbo Mode—C⊕, Z, C⊕, Z, C⊕
• Big Feet Mode—C⊕, R, Z, C⊕, C⊕
• Kids Mode—C⊕, C⊕, R, L, Z
• Start with Uzi Sub Machine Gun—C⊕, C⊕, C⊕, C⊕, R
• Start with Mini Rocket Launcher—R, L, C⊕, C⊕, C⊕
• Start with 9mm High Power Gun—R, L, C⊕, C⊕, C⊕
• Start with 7.65 Silenced Pistol—C⊕, L, C⊕, C⊕, C⊕

MORTAL KOMBAT 4

Cheat Menu
Choose "Options" from the main menu, highlight the "Continues" option, hold **Run + Block** (C⊕ + C⊕ in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.
Secret Characters
To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:
• Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press **Run + Block** simultaneously
• Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press **Run + Block** simultaneously

MORTAL KOMBAT MYTHOLOGIES SUB-ZERO

Cheat Passwords
Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

• Enter "T D F C L T" for invincibility (you can still be killed by ceiling traps or long falls)
• Enter "G T T B H R" for infinite fives
• Enter "N X C V S Z" to start with 10 Urns of Vitality in your Inventory
• Enter "C R V D T S" to see the credits from the end of the game

Fatality
When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch: Sub-Zero will punch his opponent's head off.

Combos
3 Hits—High Punch, High Punch, Low Punch
5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Stage Passwords
Wind Stage—T H W M S B
Earth Stage—C N S Z D G
Prison Stage—R G T K C S
Water Stage—Z V R K D M
Fire Stage—J Y P P H D
Bridge of Immortality—Q F T L W N
Qhan Chi's Fortress—Z C H R R Y
Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold A to warp to the battle with Quan Chi or B to fight Shinnok.

MORTAL KOMBAT TRILOGY

Play as Khameleon
When the "story" screens appear during the game's demo mode, quickly press C↑, C↑, A, B, C↑, C↓, C↓. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

Play as Motaro
Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn
Choose a character, hold High Punch + Low Punch and point the D-pad or joystick Down before the fight begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3 stage.

Hidden Game #1
After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

Hidden Game #2
After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

Hidden Game #3
When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode
At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping *eight* endurance matches.

Free Play
When the "story" screens appear during the game's demo mode, quickly press **Down, Down, Up, Up, Right, Right, Left, Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu
When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C↑), **B**, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Menu
When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C↑, C↑, C↑, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

MULTI RACING CHAMPIONSHIP

Unlock Bonus Cars
To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press **B**; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

Repeat Ending
When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press **Up, Up, Down, Down, Left, Right, Left, Right, B, A.**

NASCAR 99

Secret Drivers
Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:
• To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press C↑, C↑, C↑, C↑, **L, R, L, R, Z, Z**
• To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C↑, C↑, C↑, C↑, **L, R, L, R, L, R**
• To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press Z eight times, then R twice.
• To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press C↑, C↑, C↑, C↑, **Z, Z, Z, L, L, Z**
• To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press C↑, C↑, C↑, C↑, C↑, C↑, C↑, C↑, **L, R**

Once you have unlocked a driver this way, that driver will also be available in Championship mode.

NBA HANGTIME

Vs. Screen Codes
Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:
All Computer Assistance Turned Off—Hold **Right**, press Pass, Pass
Big Head—Hold **Up**, press Turbo + Pass simultaneously
Rooftop Court—Hold **Left**, press Turbo, Turbo
ABA Ball—Hold **Right**, press Shoot, Turbo, Pass
Display Shot Percentage—Rotate the D-pad or joystick clockwise
Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen.
Baby Sized Players—025
No Music—048
Tournament Mode—111
Fast Passing—120
Stealth Turbo—273
Max. Speed—284
No Pushing—390
Unlimited Turbo—461
Hyper Speed—552
Max. Blocking—616
Quick Hands—709
Max. Power—802
Goaltending Allowed—937

Secret Characters
To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following special guests:
Hardaway—AHRDWY 0000
Amrich—AMRICH 2020
Bardo—BARDO 6000
Pesina—CARLOS 1010
C. Robinson—CLIFFR 0000
Thompson—DANIEL 0504
Roan—DANR 0000
D. Robinson—DAVIDR 0000
DiVita—DIVITA 0201
Olajuwon—DREAM 0000
Ferrier—EDDIE 6213
Elliot—ELLIOT 0000
Geer—EUGENE 6767
Ewing—EWING 0000
Hill—GHILL 0000
G. Robinson—GLENNR 0000
Grant—HGRANT 0000
Rivett—JAMIE 1000 or MUNDAY 5432
Japple—JAPPLE 6660
Skiles—JASON 0729
Carlton—JC 0000
Hedrick—JFER 0503
Hey—JONHEY 6000
Johnson—JOHNSN 0000
Kemp—KEMP 0000
Kidd—KIDD 0000
Boon—KOMBAT 0004
Malone—MALONE 0000
Martinez—MARTY 1010
Mednick—MEDNIK 6000
Miller—MILLER 0000
Minifee—MINIFE 6000
Morris—MORRIS 6000
Tobias—MORTAL 0004
Mutombo—MOTUMB 0000
Muresan—MURSAN 0000
Vinikour—MXV 1014
Ehrlich—NICK 7000
Fitzgerald—PATF 2000
Perry—PERRY 3500
Pippen—PIPPEN 0000
Quinn—QUIN 0330
Rice—RICE 0000
Rodman—RODMAN 0000
Root—ROOT 6000
Liptak—SHAWN 0123
Smits—SMITS 0000
Oursler—SNO 0103
Stackhouse—STACKH 0000
Starks—STARKS 0000
Turnell—TURMEL 0322
Webb—WEBB 0000
Webber—WEBBER 0000
Funk—NFUNK 0101
Mourning—MOURNG 0000

NBA JAM 99

Secret Codes
During the game, press **START** to pause, then enter any of the following codes at the "Pause" menu (note that "Up," "Down," "Left" and "Right" refer to the D-pad, not the analog joystick):
Large players—**L, L, C↑, L, L, C↑, L, L, C↑, Z**
Tiny players—**L, L, C↑, L, L, C↑, L, L, C↑, Z**
Enable full-court dunks—**L, L, C↑, L, L, C↑, L, L, C↑, Z**
Guarantee next shot—**L, L, C↑, L, L, C↑, L, L, C↑, Z**
Super push—**L, L, Up, L, L, Up, L, L, Up, Z**
Tie scores—**L, L, Down, L, L, Down, L, L, Down, Z**
Team on fire—**L, L, Right, L, L, Right, L, L, Right, Z**
Cancel all cheats—**L, L, Left, L, L, Left, L, L, Left, Z**

NFL BLITZ

Secret Characters
At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character:
TURMEL—0322
SAL—0201
JAPPLE—6660
JENIFR—3333
LUIS—3333
DANIEL—0604
JASON—3141
ROOT—6000
BRAIN—1111
GENTIL—1111
RAIDEN—3691
ROOT—6000
SHINOK—8337
SKULL—1111
THUG—1111
FORDEN—1111
CARLTN—1111
VAN—1234
BILLZ—0526
ZZ—1221
JIMK—5651
MARKA—1112
ED—3246
TODD—1122
MITCH—4393
JOHN—515B
JOSH—42BB
RYAN—1029
BETH—7761
BRIAN—0B1B
GRINCH—2220
PAULO—0517
LT—7777
NICO—4440
GATSON—1111
ROG—814B
MONTY—1B36
SHUN—0530
GENE—0310
PAULA—0425
DBN—6969

Secret Codes
At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press **Right**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.
Powerup Blockers—3-1-2-Left
Powerup Speed—4-0-4-Left
Powerup Teammates—2-3-3-Up
Powerup Defense—4-2-1-Up
Powerup Offense—3-1-2-Up
Infinite Turbo—5-1-4-Up
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Super Blitzing—0-4-5-Up
Hyper Blitz—5-5-5-Up
Fast Passes—2-5-0-Left
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
No Punting—1-5-1-Up
Allow Stepping Out of Bounds—2-1-1-Left

No Play Selection—1-1-5-Left
Late Hits—0-1-0-Up
Turn Off Stadium—5-0-0-Left
Tournament Mode—1-1-1-Down
Show Field Goal %—0-0-1-Down
No Random Fumbles—4-2-3-Down
No CPU Assistance—0-1-2-Down
Smart CPU Opponent—3-1-4-Down
Invisible—4-3-3-Up
Hide Receiver Name—1-0-2-Right
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
No Head—3-2-1-Left
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
Team Tiny Players—3-1-0-Right
Team Big Players—1-4-1-Right
Show More Field—0-2-1-Right
Night Game—2-2-2-Right
Weather: Rain—5-5-5-Right
Weather: Snow—5-2-5-Down
Weather: Clear—2-1-2-Left
Fog On—0-3-0-Down
Thick Fog—0-4-1-Down

NFL QUARTERBACK CLUB 98

Secret Codes
Choose "Enter Cheat" from the main menu and enter any of the following passcodes:
G L Y T H M D—Giant players
S M L M D G T—Tiny players
B B M N T B L—Players are tall and thin
J P N S M W R—Players are short and fat
T R N T D L F R—Passing accuracy is at zero for all quarterbacks
B R D W Y N M T H—Passing accuracy is at maximum for all quarterbacks
C R L L W Y S—Acceleration attribute is at maximum for all players
W L T R P Y T N—Agility attribute is at maximum for all players
S T Y C K Y H N D S—Hands attribute is at maximum for all players
C M H L J N S R—Speed attribute is at maximum for all players
R N L D S W Z N G R—Strength attribute is at maximum for all players
Y N S T Y N S—Discipline and Awareness attributes are at maximum for all players
B G B F Y D F—All attributes are at maximum for all defensive players
B G B F Y F F—All attributes are at maximum for all offensive players
L L D F S C K—All attributes are at zero for all defensive players
L L F F S C K—All attributes are at zero for all offensive players
S P R T M M D—All players' attributes are at maximum
P W H Y R M N—All players' attributes are at zero
S P R B G R M S—Quarterbacks can throw the ball 100 yards, kickers can kick the ball 100 yards, punters can punt the ball 100 yards
S P R T R B M D—Super turbo mode
F R M B Y F R M—Slow motion mode
D W N D R V—Eight downs instead of four
N B C T C K L S—Computer-controlled players don't try to tackle
S P R D P R T C K L—Super-duper tackles
T G H T G R P—No turnovers
G T N H N D S—Nearly every hit causes a fumble
S P R S L Y D—Slippery field
B G S P R D V—Dive distance is greater
L D S T R T R K—Passes appear instantly in receivers' hands
L W Y S T P S S—Passes are always tipped
B G T W S T R S—Ball carrier spins and spins until he's tackled
M N F L D M D—All players do the "up and over" dive every few seconds during gameplay
P B Y B Y M D—All players crawl like babies
Y L C T R C F B—Players move around like the old "electric football" games
S N W S L D S—Players slide around on their butts
S T N T X T M—Access Acclaim, Iguana, NFC and AFC teams

NFL QUARTERBACK CLUB 99

Secret Codes
Choose "Enter Cheat" from the main menu and enter any of the following passcodes:
S C L L Y M L D R—Alien stadium
P W R P Y L N S—Giant end zone pylons
B G M N Y—Huge coin in the coin toss
M R S H M L L W—Big players
B C H B L L—Giant football
T R B M N—Unlimited turbo
S T C K Y B L L—No fumbles
F R R S T G M P—Slow-motion
D B L D W N S—Eight downs instead of four
X T R T M S—Unlock secret teams
X T R V L T G—Electric football mode
B T T R F N G R S—Always fumble
H S N F R—He's on fire!
P N B L L—Players bounce off each other
F L B B R—Flubber ball
P P C R N R T R N S—Land mine mode
P W R K C K R—Powerful kickers
R G B Y—Rugby mode
H S P T L—Lots of injuries
T T H P C K—Toothpick players
R C Q T B L L—Racquetball mode
S L P N S L D—Slippery mode

NHL 99

Secret Codes
Choose "Options" from the main menu, then access the Password option and enter any of the following codes to alter the graphics or gameplay:
F A S T—Faster gameplay
B R A I N Y—Big head mode
B I G B I G—Giant players

NHL BREAKAWAY 98

Cheat Menu
At the main menu, quickly press C◀, C▶, C▲, C▼, R, R; you'll hear a sound and a new option called "Cheat Menu" will appear. Access this menu and you'll be able to change the players' size and textures, a sound test menu and more. The "house rules" option sets up the game's options the way the game's programmers prefer them.
Secret Teams
At the Team Select screen in Exhibition mode, quickly press C▶, L, C▶; you should hear a slap-shot sound. Now you can find three secret teams between the "Controller Pak" team and Anaheim; they're called New York, Salt Lake and Parts Unknown.
Extra Bonus Points in Season Mode
At the Season Menu—the one that shows your bonus points on the right side of the screen—press C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶, R; you will get 100 extra bonus points. Repeat the code whenever necessary to get as many bonus points as you need.
See Injured Players for All Teams (Season Mode)
At the Season Menu, press L to call up the Season Menu. If the Trainers Room option is not available, press C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶, R to unlock it. Now enter the Trainers Room and press C▶, C▶, C▶, C▶; you'll hear a signal to confirm. Now you can view any team's injured players; just press Left or Right to switch teams.

NHL BREAKAWAY 99

Secret Codes
Note: All of the codes listed above under *NHL Breakaway 98* will work with *NHL Breakaway 99* except for the "Secret Teams" code.

NIGHTMARE CREATURES

Cheat Password
Choose "Enter Password" from the main menu and enter the code Left, Up, C▶, C▶, C▶, C▶, C▶, Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks
Enter any of the following codes at the "Choose a Track" screen:
• Flagstaff—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the Z button and press A.
• El Cajon—Hold the L and R buttons and press Up on the D-pad, then highlight "El Paso," hold the Z button and press A.
• Guadalupe—Hold the R button and press Down on the D-pad, then highlight "Vegas," hold the Z button and press A.

OLYMPIC HOCKEY NAGANO 98

Multiplayer Practice
To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. Now all of the other players who held A will get to play in practice mode with you.
Instant Start
To start a game quickly, hold any button except A at the main menu and press START; you'll immediately jump to the face-off with you playing as Modano on the USA team.
Select Opposing Team
When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C▶ button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent. Note: This trick does not work in "Olympics" mode.
Player Size Tricks
At the Options menu, hold the C▶, C▶ or C▶ button and press R; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:
Big Heads—Hold the C▶ button and press R until the first two digits of the "Specials" option are "10".
Huge Heads—Hold the C▶ button and press R until the first two digits of the "Specials" option are "01".
Tiny Heads—Hold the C▶ button and press R until the first two digits of the "Specials" option are "11".
Tiny Players—Hold the C▶ button and press R until the third digit of the "Specials" option is "1".
Giant Players—Hold the C▶ button and press R until the fourth digit of the "Specials" option is "1".
Short, Fat Players—Hold the C▶ button and press R until the fifth digit of the "Specials" option is "1".
Tall, Thin Players—Hold the C▶ button and press R until the sixth digit of the "Specials" option is "1".
Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.
Forfeit Game
During a game, press START to pause, then access the Options screen. Hold the L button and press C▶ nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you. Note: You may have to enter this code twice to get it to work.
Frequent Fight Mode
At the Options screen, hold the L button and press C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

PILOTWINGS 64

Mario Cameo
When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, Wario.

QUAKE

Debug Menu
Choose "Load" from the main menu; if you have a controller pak with Quake saves, press B to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

RAMPAGE WORLD TOUR

Stage Select
At the main menu or character select screen, hold the L button and all four C buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the A button first to bypass the Rumble Pak message.) Press Left or Right to change cities and Up or Down to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B I G 4 L—Unlock Purple Myukus
Note that you cannot have both Myukus and the alternate purple version of Myukus unlocked at the same time.

ROBOTRON 64

"Setup" Menu Cheats
Choose "Setup" from the main menu, then enter any of the following codes at the Setup menu:
• 50 Lives—Press Up, Up, Down, Down, Left, Right, Left, Right, C▶, C▶, C▶, C▶.
• Level Select—Press Down, Up, C▶, Down, C▶, C▶, Down, C▶; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.
• "Game Boy Mode"—Press Up, Down, Right, C▶, Down, Up, Left, C▶, Up, Down
• Demo Mode—Press Left, Right, Up, Down, C▶, C▶, C▶, C▶, Left, Right, Up, Down, C▶, C▶, C▶, C▶, Left, Right, Up, Down, C▶, C▶, C▶, C▶.
Instant Power-Ups
At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.
Shield—Down, Left, C▶, C▶
Two-Way Weapon—Up, C▶, Up, C▶
Three-Way Weapon—Right, Right, C▶, C▶
Four-Way Weapon—Down, Down, Up, C▶
Radiation Spray—Up, Down, C▶, C▶
Speed Up—Left, Left, Right, Right, C▶
Flamethrower Weapon—Down, Right, Down, Right, C▶

SAN FRANCISCO RUSH

Circuit Password + Secret Car
Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:
B D P S K G 5 L 4 G 5 P
G 9 2 W V C Q Y 0 D R D Q
Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the Z button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team *Rush*" Formula 1 racer.
Secret Alcatraz Track
First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:
1) At the Select Car screen, hold C▶, press Z, release both, tap Left on the D-pad, then press B three times to return to the main menu.
2) Choose "Setup;" at the setup screen, hold C▶, press Z, release both, tap Up on the D-pad, then press B to return to the main menu.
3) Choose "One Race" again; at the Select Track screen, hold C▶, press Z, release both, tap Right on the D-pad, then press A to advance to the Select Car screen.
4) At the Select Car screen, hold C▶, press Z, release both, tap Down on the D-pad, then the L button, then the R button; you'll hear a signal to confirm the code. Now press B to return to the Select Track screen, where you'll find that Track 7 is now available.
"Setup" Screen Cheats
Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio"):

• To disable the in-game timer, hold Z and enter the following code: Hold C⬇, press C⬅, release both, hold C⬅, press C⬇.
• To disable the automatic abort feature, press the C⬅ button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.
• To disable vehicle collisions (you can drive right through the other cars) press **Left**, then hold **Right** on the D-pad and press C⬅, then release both and press C⬅, C⬅, C⬅, Z.
• To change the game's detailed polygon textures into flat shades of color, hold C⬅, press **L**, release both, press **Z**, hold C⬅, press **L**, release both, press **Z**.
• When your car crashes, you will return to the closest possible spot near the crash if you hold the Z button at the Setup menu and enter the following code: Hold C⬅, press C⬅, release both, hold C⬅, press C⬅.
• To turn all of the traffic cones in the game into mines, press **L**, **R**, **L**, **R**, **L**, **R**.
• To turn the courses upside-down, press **Up**, **Right**, **Down**, **Left**, **Down**, **Right**, **Up**, **Left**.
• To change the game's gravity, hold **Z**, press **Up**, **Down**, then release **Z** and press **Up**, **Down**, **Up**, **Down**. Repeat the code up to three times for three different settings.

"Select Car" Screen Cheats
Each of the following codes works at the "Select Car" menu:
• To change the height of your car, hold C⬅, press C⬅, release both, hold C⬅, press C⬅. Repeat up to four times for different heights.
• To change the size of your vehicle's front tires, hold C⬅, press C⬅, release both, hold C⬅, press C⬅. Repeat the code for different tire sizes.
• To change the size of your vehicle's rear tires, hold C⬅, press C⬅, release both, hold C⬅, press C⬅. Repeat the code for different tire sizes.
• To start your vehicle on fire, hold C⬅ and press **Z** four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.
• To change your car into a mine, press C⬅, C⬅, **Z**, C⬅, C⬅, **Z**, C⬅, C⬅.
• To change the color of the fog in the game, hold **Z** and press C⬅ three times; repeat the code to get different colors.

Extra Camera Angles
While driving with one of the two "external" camera angles, hold the **L** button and press **Up** or **Down** on the D-pad to change the distance between the camera and your vehicle.

Drive at Night
During the game, press **START** to pause and choose "Options" from the pause menu. Highlight "Fog" and cycle through the different settings by pressing **Left** or **Right**. If you hold all four **C** buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

SNOWBOARD KIDS

Cheat Code
At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down**, **Up** on the analog joystick, then **Down**, **Up** on the D-pad, then C⬅, C⬅, **L**, **R**, **Z**, then **Left** on the D-pad, C⬅, **Up** on the analog joystick, **B**, **Right** on the D-pad, C⬅, **START**; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code
At the title screen, carefully enter the following code: Press **Z**, **B**, C⬅, **Down** on the D-pad, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the D-pad, **R**, **Z**, **A**. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SOUTH PARK

Cheat Menu
Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions
When the DMA logo appears at the beginning of the game, hold the **A** button to change the logo animation to a slightly different sequence. Hold the **B** button instead for a longer logo scene.

Stage Select
At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.
Unlock all Euro Eden levels—**Up**, **Down**, **L**, **Z**, **Down**, **Up**, **Z**, **Down**
Unlock all Arctic Kingdom levels—**Up**, **Down**, **Z**, **L**, **Down**, C⬅, **Z**, **Down**
Unlock all Jungle Safari levels—**Up**, **Down**, **L**, **Z**, **Down**, C⬅, **Z**, **Down**
Unlock all Desert Adventure levels—**Up**, **Down**, **L**, **Z**, **Down**, **Left**, **Z**, **Down**
Unlock "Big Celebration Parade"—**Up**, **Down**, **L**, **Z**, **Down**, **Right**, **Z**, **Down**
Unlock secret shoot-'em-up level—**Down**, **Up**, **Z**, **L**, **Down**, **Left**, **Z**, **Down**

STAR WARS: ROGUE SQUADRON

Secret Passcodes
Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:
ACE—Higher difficulty
CHICKEN—Access bonus level
CREDITS—See the game's credits
DEADDACK—Unlocks all stages at the Select Level screen
DIRECTOR—Enables "Showroom" menu at the Options screen
FARMBOY—Unlock Millennium Falcon at the "Select Your Craft" screen
HARDROCK—Alternate title screen (start a game and quit to see it)
IGIVEUP—Infinite lives
KOELSCH—Changes the V-Wing into an automobile
MAESTRO—Enables the "Concert Hall" option at the "Showroom" menu
RADAR—Alternate radar
TOUGHGUY—Finish levels with 0:00 completion time, all friendly saves and bonuses collected
TIEDUP—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode
Enter your name as "_Wampa__ _Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press **START** to pause; when the pause menu appears, hold **L** + **R** + **Z** + C⬅ + C⬅ + C⬅ + C⬅ + **Left** on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use **L** and **R** to scroll through the different cheat codes and press **A**, **B** or **START** to activate the one you wish to use as follows:
• Get all stuff (weapons, items)
• Invincibility
• 50 lives
• Sleepy villains (press **Up** on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press **Down** to deactivate.)
• Kill Dash
• Teleport (to another location in the current stage)
• (Skip to) Next level
• (Restart) This Level
• (Return to) Previous Level
• Wall Ghost (Press **Up** on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors. Press **Down** to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter
Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press **START** to pause, then hold **Left** + **L** + **R** + **Z** + C⬅ + C⬅ + C⬅; with all of those buttons held down, press **Up** and **Down** on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles
Enter your name as "_Wampa__ _Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press **START** to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:
• In the "Battle of Hoth" stage, play until the AT-STs appear, then hold C⬅ and press **Up**, then press C⬅ repeatedly until you see an over-the-shoulder view of an AT-ST. Press **Left** or **Right** on the D-pad to steer it or hold **Up** to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press C⬅ to toggle between the snowspeeder and the AT-ST.
• In the "Escape from Echo Base" stage, hold C⬅ and press **Left** on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold **Down** to attack. Once the code is in place, press C⬅ to switch between Dash and the Wampa.
• Also in the "Escape from Echo Base" stage, hold C⬅ and press **Right** on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold **Down** to fire. Once the code is in place, press C⬅ to switch between Dash and the Snowtrooper.
• In the "Gall Spaceport" stage, hold C⬅ and press **Left** on the D-pad to control a Wampa or **Right** on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.
• In the "Imperial Freighter Suprosa" stage, hold C⬅ and press **Right** on the D-pad to control a Stormtrooper as described above.
• In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold C⬅ and press **Right** on the D-pad to control one of Prince Xizor's armored guards.

See the Ending
Enter your name as "__Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press **START** to return to the title screen; when it appears, point the analog joystick in the **Up**/**Right** position to see a photo of the game's creators.

Wampa Noises
Enter your name as "R_Testers_ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu option.

SUPER MARIO 64

Cinema Camera Change
Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller **2** to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

TETRISPHERE

Secret Scene
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the **RESET** button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the **RESET** button down.

Secret Game Mode
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select
Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C⬅ + C⬅ and press the **L** button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes; you'll find that you can now choose any stage to start on.

Bonus Music
Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C⬅ + C⬅ and press the **L** button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

See the Credits
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

TOP GEAR RALLY

Cheat Codes
Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:
• Access all cars (except bonus cars)—**A**, **Left**, **Left**, C⬅, **A**, **Right**, **Z**
• Access All Tracks (except Mirror Tracks)—**A**, **Left**, **Left**, **Right**, **Down**, **Z**
• Access Mirror Tracks—**Right**, **Up**, **Left**, C⬅, **Right**, **Down**, **Z**
• Access Milk Truck—**Down**, **A**, **Right**, **Z**, **Right**, **Up**, C⬅
• Access Helmet Car—**Up**, **Up**, **Z**, **B**, **A**, **Left**, **Left**
• Access Ice Cube Car—C⬅, **Up**, **B**, **Right**, **A**, C⬅, **A**, **Right**
• Access Beach Ball Car—**B**, **B**, **A**, **Left**, **Left**, C⬅, **A**, **Right**
• Access Mirror Cars—**Right**, **Up**, **Left**, C⬅, C⬅, **A**, **Right**, **Z**. With this code in place, press C⬅ at the Car Select screen to change any car into a mirror-textured vehicle.
• Non-Blur Mode—**B**, **Left**, **Right**, **Up**, **Left**, **Z**, **Right**. This code turns off the N64's "bilinear filtering" effects, making the graphics appear to be more "pixelated."
• ZBuffer Mode—C⬅, **Z**, **B**, **Up**, **Up**, **Right**. The ZBuffer is used by the N64 to determine if a pixel that is about to be drawn is in front or behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current ZBuffer data into the color data, and the result is a freaky mess of colors on the screen. Enter the code again to turn ZBuffer Mode off.

See the Credits
Choose "Options" from the main menu, then highlight "Load Configuration" and press C⬅, **Right**, **Down**, **Z**. You'll see the full credit sequence—not the abbreviated version that can be called up from the Options menu.

TUROK: DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Show Credits".)

RBNSMTH—Invincibility

LKMBRD—Fly mode (use L and R to fly through the air; you can also walk through walls)

THSSLKSCL—Spirit Mode

CMGTSMMGGTS—All Weapons *

BLLTSRRFRND—Unlimited Ammo *

FRTHSTHTTRLSCK—Infinite Lives

GRGCHN—Big Head Mode **

DNCHN—Tiny Enemy Mode

DLKTDR—Pen and Ink Mode

LLTHCLRSFTHRN—Purdy Colors

SNFFRR—Disco Mode (enemies don't attack)

CLLTHTNMTN—Quack Mode

THBST—Gallery (view the characters)

FDTHMGS—Show Credits ***

NSTHMNDNT—Show Enemies (on the map)

(* This cheat is also activated by the "RBNSMTH" and "GRGCHN" codes.)

(** This cheat is also activated by the "RBNSMTH" code.)

(*** This cheat is also activated by the "RBNSMTH", "GRGCHN" and "DNCHN" codes.)

"The Big Cheat"

At the "Enter Cheat" menu, input the code "NTHGTHDGDCRTDTRK". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

TUROK 2: SEEDS OF EVIL

Cheat Codes

Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off.

UBERNOODLE—Big Head mode

HOLASTICKBOY—Stick mode

STOMPEM—Big Hands and Feet mode

PIPSQUEAK—Tiny mode

IGOTABFA—Pen and Ink mode

LIGHTSOUT—Blackout mode

FROOTSTRIPE—Fruity Stripe mode

WHATSATEXTUREMAP—No textures

HEEERESJUAN—"Juan's Cheat"

AAHGOO—"Zach Attack Cheat"

ONLYTHEBEST—Warp to credits

BEWAREOBLIVIONISATHAND—Unlocks all cheats

VIGILANTE 8

Cheat Codes

Choose "Passcode" from the Options menu and enter any of the following codes to get different effects:

A_MOON_GETAWAY—Reduce gravity

LIVING_FOREVER—Invincibility

MIX_MATCH_CARS—Allows multiple players to choose same vehicle, and to choose vehicle belonging to enemy gang in two-player Quest mode

MISSILE_ATTACK—Enhanced missile

I_AM_TOUGH_GUY—Hardest difficulty level

GO_REALLY_SLOW—Slow motion mode

MAX_RESOLUTION—Ultra high-res display mode

FIRE_NO_LIMITS—No weapon delay when firing

LEVEL_SHORTCUT—Unlocks Sand Factory and Secret Base levels

GANGS_UNLOCKED—Unlocks all vehicles except flying saucer

GIMME_DA_ALIEN—Unlocks flying saucer

JTBT7CFD1LRMGW—Unlocks everything

POPULATION_OUT—After entering this code, select Arcade mode. Select a location, then choose your player. At the "Choose Enemies" screen, change the number for each enemy to "-"; this will eliminate all of the enemies. Press A to accept and start the game.

LONG_SLIDESHOW—After entering this code, select "Game Status" from the Options menu and highlight any of the unlocked characters. Press A to activate an uninterrupted slide show for all of the characters. Once you activate the slide show, you can't get out of it unless you turn off the N64.

VIRTUAL CHESS 64

Debug Mode

At any time during the game, press C⇧, C⇧, C⇦, C⇨, then **Up**, **Down**, **Left** and **Right** on the D-pad. With this code in place, symbols will appear on the screen whenever the computer is "thinking" about its next move. Unfortunately, these symbols won't mean anything to you unless you're the guy who programmed the game.

WAR GODS

Fatalities

Ahua Kin—In close, 3-D, ↑ ↓ ↑ + High Kick

Anubis—3-D, → ↘ ↓ ↙ ← + High Punch + Low Kick

Pagan—From 1/2 screen distance, ← → + Low Punch

Tak—← ↙ ↓ ↘ → + Low Punch + High Kick

Maximus—Hold 3-D, press → → + High Punch + Low Punch

CY-S—From 1/2 screen away, ← ← + High Punch

Warhead—Far away, 3-D, → ↘ ↓ ↙ ← + High Kick

Voodoo—From 1/2 screen away, ← → + Low Punch

Vallah—In close, → → + Low Kick

Kabuki Jo—At sweep distance, ← ↙ ↓ ↘ → + Low Kick + High Kick

Play as Grox

At the character-select screen, quickly press **Down**, **Right**, **Left**, **Left**, **Up**, **Down**, **Right**, **Up**, **Left**, **Left**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.

Play as Exor

At the character-select screen, quickly press **Left**, **Down**, **Down**, **Right**, **Left**, **Up**, **Left**, **Up**, **Right**, **Down**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

Infinite Continues

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press C⇧, C⇧, **Right**, A, B, C⇦, C⇨. You'll see the screen flash and the announcer will say, "All too easy!" If you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."

Cheat Menu

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **Right**, **Right**, **Right**, B, B, A, A. You'll see the screen flash and the announcer will say, "All too easy!" If you've entered the code correctly. Now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on—and the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

WAVE RACE 64

Ride the Dolphin

Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character, hold **Up** on the D-pad while holding **Down** on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WAYNE GRETZKY'S 3D HOCKEY

Invisible Players

Pause the game and select "Replay". Press L or R to highlight a player; that player will flash for a brief instant. If you press Z quickly before the player stops flashing, he will turn invisible. Press START twice to return to the game; that player will stay invisible. Note that pressing Z causes the highlight to return to the player closest to the puck, and that highlighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the L or R button. To turn your entire team invisible, advance through the lineup with L or R until you reach the last player on your team, press Z to turn him invisible, then use the same button to advance to the next-to-last player, press Z, etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is controlling the puck, you can turn the players on both teams invisible.

Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding A will get to play in practice mode with you.

Instant Start

To start a game quickly, hold any button except A at the main menu and press START; you'll immediately jump to the face-off with you playing as Gretzky on the Rangers.

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C⇧ button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

Player Size Tricks

At the Options menu, hold the C⇦, C⇨ or C⇧ button and press R; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the C⇧ button and press R until the first two digits of the "Specials" option are "10".

Huge Heads—Hold the C⇧ button and press R until the first two digits of the "Specials" option are "01".

Tiny Heads—Hold the C⇧ button and press R until the first two digits of the "Specials" option are "11".

Tiny Players—Hold the C⇧ button and press R until the third digit of the "Specials" option is "1".

Giant Players—Hold the C⇧ button and press R until the fourth digit of the "Specials" option is "1".

Short, Fat Players—Hold the C⇧ button and press R until the fifth digit of the "Specials" option is "1".

Tall, Thin Players—Hold the C⇧ button and press R until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game

During a game, press START to pause, then access the Options screen. Hold the L button and press C⇧ nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you.

Trade Players

At the Options screen, hold the L button and press C⇧, C⇧, C⇦, C⇦, C⇨, C⇨, C⇦, C⇨, C⇧; the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the C⇧ button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press A. The roster of the first team appears on the left; press B to change the team on the right. Use **Up** or **Down** to highlight the name of the player you want to replace, use **Left** or **Right** to highlight the name of the player you want to replace him with. Press A to make the substitution. Press START to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press START to return to the "Team Stats" screen.

Frequent Fight Mode

At the Options screen, hold the L button and press C⇦, C⇦, C⇧, C⇧, C⇦, C⇨, C⇦, C⇨, C⇧. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

Access Super Teams

At the Options screen, hold the L button and press C⇧, C⇧, C⇦, C⇦, C⇨, C⇨, C⇦, C⇨, C⇧. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers".

See Company Logos

Press Z at the Options menu to view the different company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu.

WAYNE GRETZKY'S 3D HOCKEY '98

Secret Codes

All of the codes listed above for the original *Wayne Gretzky's 3D Hockey* will work in *Wayne Gretzky's 3D Hockey '98* except for the "Invisible Players" code and the "Trade Players" code. (The ability to trade players is a standard option in the '98 edition, not a hidden feature.) Also, the "Access Super Teams" code will allow you to choose four historical NHL teams—the Hartford Whalers, Minnesota North Stars, Quebec Nordiques and Winnipeg Jets—instead of the "super" teams from the original game.

WETRIX

Change Floor Graphics

Play the game in Practice mode and complete all 16 practice rounds. Once you've done this, the main menu screen will have a red background. Now access the Options menu; you'll find a new option called "Floor." Highlight this option and press A repeatedly to cycle through the different floor textures; when you play a new game, the image on the floor will be the one you chose.

New Puzzle Pieces

After completing all the practice rounds, achieve a rating of "OK" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each successful completion.) Once you've done this, the main menu screen will have a green background. Now select any mode of play except Practice. In the sub-menu for each game mode you will see a blue water bubble icon. Press A to change the bubble into a rubber duckie; this allows you to play with new oddly shaped pieces, including triangles, shorter walls and large blocks.

Make Waves

Once you have earned the green background as described above, hold C⇧ at the main menu to create a waterspout—or C⇧ to create a vortex—which you can move around the screen with the analog stick.

3D LEMMINGS
Stage Select
Choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press ✕; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game.

ADIDAS POWER SOCCER
Dream Team
At the player-select screen—the one that shows the formations at the top, just before the match starts—press **L2** + **R2** + □ + ✕ simultaneously; do this several times until the name of your team changes to "Dream Team!" Now you have a super-powered team.

ADIDAS POWER SOCCER 98
Cheat Screen
At the title screen—the one that says "Press Start button to Quick Start a match," etc., press **L1** + **L2** + **R1** + **R2**. The "Cheat Screen" will appear. Now you can enter any of the following codes for different effects:
• Unlock hidden teams—✕, △, ✕, □, □, ✕, △
• Unlock "The Difference" stadium—□, ○, □, △, △, ○, ✕, ✕
• Big heads—□, ○, ○, ✕, △, ✕, □, ○
• See the credits—○, □, △, ○, ✕, △, △, □
• Always win—✕, △, △, ○, ✕, □, ○, △ (with this code in place, press **START** during a match to pause; you'll find a new option called "Win Match" at the pause menu)

THE ADVENTURES OF LOMAX
Stage Select
During the game, hold **Down** on the D-pad and press **START** to pause. While paused, hold **Up** and press △, ○, ✕, □. Two small numbers will appear on the left side of the screen. Press **START** to unpause, then hold **L1** and press **SELECT** repeatedly change the left number to the number of the stage you wish to go to. Once you've decided, hold **L1** and press **START** to warp there. To remove the numbers from the screen, just re-enter the same code.
Stage Warp
With the numbers on the screen as described above, hold **L1** and press □ to make Lomax fly. Use the D-pad to move him anywhere in the current stage, even through obstacles. When you're ready to land, hold **L1** and press □ again.

AKUI THE HEARTLESS
Debug Menu
Pause the game, then hold **L2** or **R2** and press **Left, Up, Up,** △, **Right,** □, **Left,** △, **Up, Down, Right, Right.** This gives you access to the level select menu.
Invincibility
Pause the game, then hold **L2** or **R2** and press **Right, Right, Left,** △, ✕, **Up,** ○, **Left.**
Unlimited Voodoo Spells
After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left,** △, **Left, Left,** ○, **Left,** △, **Right,** ○, **Up, Up, Down**

APOCALYPSE
Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes:
Invincibility—Hold **L1**, press **Down, Up, Left, Left,** △, **Up, Right, Down**
All Weapons—Hold **L1**, press □, ○, **Up, Down,** ✕, □
See Programmers' Debug info—Hold **L1**, press **Down, Down,** △
Stage Select—Hold **L1**, press △, **Up,** ✕, **Down** (this code adds a stage-select option to the "Paused" menu as well as the main menu)

AREA 51
Alien Mode
Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ASTEROIDS
Cheat Codes
Enter any of the following codes at the title screen while the words "PRESS START" are flashing:
Unlock Secret Excalibur Ship—Hold **SELECT** and press △, ○, ○, △, □, ○, □
Stage Select/Invincibility—Hold **SELECT** and press □, △, ○, △, △, □, ○ (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)
Unlock "Classic Asteroids" Game—Hold **SELECT** and press ○, ○, ○, △, □, □, ○
"Classic Asteroids" Codes
While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:
One extra life—**Up, Down, Left, Right,** ○, □, ✕, △
99 Lives—**Up,** ✕, **Down,** △, **Left,** □, **Right,** ○
Invincibility—**Down, Down, Up, Up,** ○, □, △, △

AUTO DESTRUCT
Cheat Menu
At the main menu, press **Up, Down, Left, Right, Down, Right, L1, R1, R1.** Begin a new game and press the **START** button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should be entered while in the cheat menu; each option will appear upon successfully entering the corresponding code:
Extra Nitros—**L1,** ○, **Down, L1, Up,** □, ○, **R1**
Extra Money—**L1, R1, Up,** ○, **Down,** □, **Right, R1, L1**
Add One Minute to Time—**Down, L1, L1,** ○, ○, **R1, Up,** □, **L1**
Invincibility—**L1, L1, L1, L1, Left,** ○, ○, □, **L1**
Infinite Fuel—**L1,** ○, **Left, L1,** ○, **R1, L1, Up, R1, Down**
Car Tune-Up Menu—**L1, R1, L1, Up, Down,** ○, **Down, Right, Left,** □, **R1**
Blood Mode—**L1, Down, R1, Left, L1, Right, R1**
Angel Mode (causes angels to rise from dead pedestrians if Blood Mode is also enabled)—**Up, R1, Down, L1, Up, Left, R1, Right, L1**
Mission Select—**Up, Down,** ○, **L1, R1,** L1, ○, **Down, Up**
Next Mission (jump to next mission from the cheat menu)—□, ○, **R1, L1,** ○, **Down, L1, Up**
All Time Trials Available—**R1, L1,** ○, **Left,** ○, ○, **Left, L1,** ○
Car Select
After you've entered the Car Tune-Up Menu code shown above, enter this new menu and press **Left, R1, Right, R1, Left, R1, Right, R1.** A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance.

BALLBLAZER CHAMPIONS
Special Passwords
Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords:
• Shrink the Rotofoil
X○X○X○
X X X X X X
X X △ △ X X
□ X X X □
X □ □ □ □ X
▫ Upside down playfield
X □ □ □ □ X
□ X X X □
X X △ △ X X
X X X X X X
X ○ X ○ X ○
• Must score in your own goal to win
X X X X □ X
○ X X ○ X □
X △ X X X □
X X △ X X □
X X X X □ X
▫ Play as the Master Blazer, Xarta
X ○ ○ ○ X □
○ X △ X ○ □
○ △ X △ ○ □
○ X △ X ○ □
X ○ ○ ○ X □
▫ Play "Classic *Ballblazer*"
□ □ X X X X
□ □ □ □ X X
□ □ □ □ □ □
X X □ □ X X
□ □ □ □ □ □

BEAST WARS TRANSFORMERS
Weapon Power-Up
During the game, press **START** to pause. When the word "Paused" appears, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right,** △, ✕, □, **START.** Now your character's weapon will be more powerful than the standard weapon.
Stage Skip
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right,** △, ✕, ✕, △, **Right, Left, Down, Up, START.** The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BIO FREAKS
First-Person View
During a match, hold **L2** + **R2** and point the D-pad away from your opponent to activate a first-person camera view. To return to the standard camera angle, hold **L2** + **R2** and press **Down.**

BLACK DAWN
Secret Deathmatch Mode
At the main title screen, hold **SELECT** + **R2** on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player *Combat* game, complete with "wraparound" screen.
Access All Levels
At the main title screen, hold **Left** + **L2** and press **SELECT**; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.
Maximum Fuel & Ammo
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2,** △, △, △, ○.
Acquire Wingman
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2,** □, □, □, ○.
Maximum Weapons
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, L1, L2, R1, R2.**
Upgrade Gun
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, SELECT, SELECT, SELECT.**
Upgrade Current Weapon
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, L1, L1, R1, R1.**
Complete Current Mission
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2,** △, △, △, **Down, Down, Down.**

BLAST CHAMBER
Infinite Lives
At the main menu, press □, **Left,** □, **Right,** ○, **Down,** ○, **Up;** you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode; when you die, your life count will not be decreased.

BLAST RADIUS
Secret Levels
At the main menu, press **L1, Left, L2, Down, SELECT, Left, Down, R2, R2, R2, SELECT, Up.** You will hear a sound if done correctly. Enter the game and you will immediately have access to four secret levels. Note that this code cannot be used at the same time as any of the following three codes.
Programmer Backgrounds
At the main menu press **Down, Up, L1, Right, L1, Up, Right, SELECT, Right, R2, L1, L2.** You will hear a sound if done correctly. Now you can see the programmers' faces floating in space (if you have not already entered the Secret Levels code; see note above).
Powered Up Ships and Sector 5
At the main menu press **Right,** L1, **Up, Up, Down, Right, R2, L2, R2, Down, Up, Down.** Select any ship, start the game, then quit out of the game. Now all ships will be powered up and Sector 5 will be available (if you have not already entered the Secret Levels code; see note above).
Wraith Ship and Sector 8
At the main menu press **Left, Right, L1, Left, Right,** L1, **R2, R2, L2, Left, Right, Up.** This code may not work if you have already entered the Secret Levels code (see note above).

BOMBERMAN WORLD
Secret Passwords
Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:
3 6 3 6—Unlocks two extra stages in Battle Game mode
1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed
6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE
Secret Vehicles
At the main title screen menu, hold **R1** + **L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUST-A-MOVE 4
Secret Codes
Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one:
• Access All Characters—**Right, Right,** △, **Left, Left**
This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven't already earned them.
• Tarot Reading—**Up,** △, **Down,** △, **Up**
This code adds a new option called "Tarot Reading" to the Option menu.
• "Ura" Puzzle Mode—△, **Left, Right, Left,** △
This code gives you a completely different collection of puzzles in the game's "Puzzle" mode
• "Talk Demo" Mode—□, **Up, Left, Down, Right, Up,** □, **Down, Left, Up, Right, Down,** □
Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

C. THE CONTRA ADVENTURE
Cheat Codes
Each of the following codes can be entered at the Main Menu:
• Stage select—**Left, Up, Right,** □, □, △, △, **Down**
• Infinite lives—**Up, Right,** □, △, **Right, Left,** □, △
• Infinite Super Bombs—□, □, **Right, Down, Down, Left,** □, △
• Super Machine Gun—**Right, Right,** □, △, **Right, Left, Down, Down**
• Movie Player—△, △, **Down,** □, **Up, Up, Left,** △

COLONY WARS
Cheat Passwords
Choose "Options" from the main menu, then select "Password" and enter any of the following codes exactly as they appear:
▫ Enter "Hestia*Retort" for infinite energy.
▫ Enter "Commander*Jeffer" to access all levels.
▫ Enter "Tranquillex" to get super-cooled weapons.
▫ Enter "Memo*X33RTY" for infinite secondary weapons.

COLONY WARS: VENGEANCE
Cheat Passwords
Access the "Password" option and enter any of the following passcodes exactly as they appear here:
▫ Enter "Demon" to access a stage-select option
▫ Enter "Vampire" for infinite energy
▫ Enter "Avalanche" for infinite Afterburner
▫ Enter "Chimera" for infinite Secondary weapons
▫ Enter "Hydra" for 99 upgrade credits
▫ Enter "Dark*Angel" for super-cooled weapons
▫ Enter "Tornado" to access all weapons
▫ Enter "Thunderchild" to access all fighters
▫ Enter "Blizzard" to activate all of the above cheats
▫ Enter "Stormlord" to turn all cheats off

COMMAND & CONQUER
Japanese Mode
Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japanese.
Power-Up Codes
At any time during the game, press **START** to pause, then enter one of the following codes. When you press **START** again to unpause, you will have access to the feature you requested as follows:
Ion Cannon—**Right, Down, Left, Left, Down,**

Right, Right, Down, Left, X, □, △
Air Strike—**Right, Down, Left, Left, Down, Right, Right, Down, Left, X, □, O**
Extra $5,000—**Right, Down, Down, Left, L1, Left, Right, Down, Left**
Reveal Entire Map—O, O, O, Up, O, □, R1, O, O, O
Access Covert Operations
Choose "Enter Password" from the main menu and input the password "COVERTOPS". When you return to the main menu, you'll find a new option called "Covert Operations". The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.
Passwords
GDI Level 5—A 5 6 A 7 A N 1 D
GDI Level 6—O X 3 C 5 3 D 4 G
GDI Level 7—Y L X G J X L E 1
GDI Level 8—V 2 6 4 N Y U E 6
GDI Level 9—N X 7 Q G 3 4 B E
GDI Level 10—O X B B A I R Y 4
GDI Level 11—B 9 J U O 3 B E 5
GDI Level 12—1 4 A K N X D B 0

COMMAND & CONQUER: RED ALERT

Cheat Codes
Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each one. For example, to enter the "Parabombs" code, press △ to access the sidebar, then highlight the □ symbol, press the O button, highlight the X symbol, press the O button, highlight the O symbol, etc.
• 1,000 Credits—□, □, O, X, △, O
• Atom Bomb—O, X, O, △, △, △
• Chronoshift—△, O, O, △, □, X
• Parabomb—□, X, O, O, X, △
• Reveal Entire Map—□, △, O, X, △, □
• Win Current Level—X, □, □, O, △, O

COMMAND & CONQUER: RED ALERT RETALIATION

Cheat Codes
Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each one. For example, to enter the "Parabombs" code, press △ to access the sidebar, then highlight the □ symbol, press the O button, highlight the X symbol, press the O button, highlight the O symbol, etc.
• Invulnerability—□, X, O, X, △, △
• 1,000 Credits—X, X, □, O, O, O
• Atom Bomb—O, X, O, O, X, □
• Chronoshift—□, O, △, X, O, O
• Parabomb—X, X, X, O, △, □
• Reveal Entire Map—△, △, X, O, △, □
• Win Current Level—O, O, △, X, X, □
• Lose Current Level—O, X, O, □, □, X
• "Soylent Green mode" (harvest people instead of ore)—□, X, □, X, □, X
• Replace generic "civilians" with real names—□, □, O, O, △, △

CRASH BANDICOOT

Password
Enter the following special password to gain access to any stage with all gems and keys collected:
△ △ △ △ X □ △ △
△ △ □ X △ O △ △
△ O □ △ X X X X

CRASH BANDICOOT 2 CORTEX STRIKES BACK

10 Extra Lives
See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.
Secret Levels
To access Level 26: Totally Bear, ride the bear cub in Level 15: Un Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.
To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the O or R1 button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

CRASH BANDICOOT: WARPED

Secret Stages
In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.
In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to Level 32: Eggipus Rex.

CRITICAL DEPTH

Cheat Codes
These codes should be entered quickly during gameplay:
• Invincibility—**L1, R1, L1, R1, Up, Down, Left, Right**
• Mines—Hold **R2** and press **Right, Left, Down**
• Quad Damage—**R1, R2, R1, R2, Up, Down, Up, Down**
• Drop Pods—**L1, R1, L1, R1, Up, Down, Left, Up**
• Surface Mine—Hold **R2** and press **Right, Left, Down**
• Stun Blast—Hold **R2** and press **Right, Left, Up**
• Infinite Weapons—**L1, R1, L1, R1, Up, Down, Left, Down**

CROC: LEGEND OF THE GOBBOS

Password
Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected:
L L L L D R R L L D R D L U R

DARKSTALKERS 3

Play as Soul Stealer
In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.
Play as Soul Stealer 2
In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.
Play as Night Warriors Talbain
At the character-select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.
Play as Shin Bishamon
At the character-select screen, highlight Bishamon, hold the **SELECT** button and press any button.

DEATHTRAP DUNGEON

Stage Select
At the main menu, press **L1, R1,** △, △, □, O, **R1, L1;** you'll hear a signal to confirm the code. Now access the "Load Game" menu; you'll find a list of the game's stages. Choose any stage to warp directly to it—albeit without any items.

DIE HARD TRILOGY

Die Hard Cheats
Each of the following codes works in the "Die Hard" portion of the game:
Invincibility—Press **START** to pause, then hold the **R2** button and press **Left, Right, Up, Down,** □
Stick-Man Mode—Press **START** to pause, then hold the **R2** button and press △ ten times, then **Right** four times
Silly Mode—Press **START** to pause, then hold the **R2** button and press Down, O, O, **Down,** △, **Down**
Die Harder Cheats
Each of the following codes works in the "Die Harder" portion of the game:
Invincibility—Press **START** to pause, then hold the **R2** button and press **Down,** △, **Right,** □. Your health will go down, but you won't die when it's gone.
Fergus Mode—Press **START** to pause, then hold the **R2** button and press O, **Down, Down,** □, X, □. Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game.
Die Hard With a Vengeance Cheats
Each of the following codes works in the "Die Hard With a Vengeance" portion of the game:
Big Cars—Press **START** to pause, then hold the **R2** button and press **Left,** △, **Right, Down.**
Chase View—Press **START** to pause, then hold the **R2** button and press Down, O, **Down,** O. This adds a new camera angle to the available options.

DOOM

Cheat Codes
Each of the following cheats must be entered while the game is paused:
Map All Lines On: △, △, **L2, R2, L2, R2, R1,** □
Map All Things On: △, △, **L2, R2, L2, R2, R1,** O
Lots of Goodies!: X, △, **L1, Up, Down, R2, Left, Left**
All Powerful Mode On (Invincibility): **Down, L2,** □, **R1, Right, L1, Left,** O
X-Ray Vision: **L1, R2, L2, R1, Right,** △, X, **Right**
Level Warp: **Right, Left, R2, R1,** △, L1, O, X (press **Left** or **Right** to change the stage number.)

DUKE NUKEM: TIME TO KILL

Cheat Codes
Press **START** during the game to pause, then enter any of the following codes to access the pause screen:
Invincibility—**L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT**
Invisibility—**L1, R1, L1, R1, L1, R1, L1, R1, L1, R1**
Double Damage—**L2, R2, L2, R2, L2, R2, L2, R2, L2, R2**
Big Head—**R1, R1, R1, R1, R1, R1, R1, R1, R1, Up**
Tiny Head—**R1, R1, R1, R1, R1, R1, R1, R1, R1, Down**
Big Head Enemies—**R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, Left**
Enable Level Select at main menu—**Down, Down, Down, Down, Down, Down, Down, Down, Down, Up**
All Weapons—**L1, L2, Up, L1, L2, Down, R1, Right, R2, Left**
Unlimited Ammo—**Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT**
All Inventory—**R1, R1, R1, R1, R1, R1, L2, L2, L2, L2**
All Keys—**Up, Right, Up, Left, Down, Up, Right, Left, Right, Down**

FELONY 11-79

Access All Cars & Tracks
At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code quickly on Controller 2: Tap **L2 + R1 + R2,** then tap **R2,** then **L2,** then **R1 +** △; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

THE FIFTH ELEMENT

Cheat Menu
At the main menu—the one that says "New Game, Load Game, Options," etc.—press **L1, L2, R2, R1, SELECT;** you'll hear a signal to confirm. Now highlight "New Game" and press X; a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and much more.

FIGHTING FORCE

Cheat Mode
At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold **Left + L1 + R2 +** □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

FINAL DOOM

Cheat Codes
All of the cheat codes listed above for *Doom* will work with *Final Doom*.

FORMULA 1

Cheat Codes
Each of the following codes can be entered at the "Race Qualify" menu, the last menu screen before the start of a race. A message will appear to confirm if you've entered a code correctly.
Gibberish Mode—Hold **SELECT** and press **Left, O, Up, Down, Down, Right,** O, □, □
Buggy Mode—Hold **SELECT** and press **Right, Up,** △, **Left, Up,** □, △
Bike Mode—Hold **SELECT** and press **Down, Up,** O, △, **Right, Up,** □, △
Lava Mode—Hold **SELECT** and press □, O, **Up, Right, Right,** O, X
Spanish Commentary—Hold **SELECT** and press △, O, **Right,** O, △, O, **Right,** O
German Commentary—Hold **SELECT** and press **Down, Up, Left, Left,** □, O, X
Bonus Track—Hold **SELECT** and press **Left,** O, O, △, △, O, **Up, Right.** With this code in place, you must start a race and cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track.

FORMULA 1 CHAMPIONSHIP EDITION

Secret Codes
To enter any of the following tricks, select Grand Prix mode, choose "Driver Select" and use the "Edit Driver" option to change the name of any driver to one of the following names:
BILLY BONUS—With this name in place, access the "Circuit Select" menu and you'll find four bonus tracks to choose from: Adia, Edialeda, Sunob and the top-secret "Sixties" circuit.
BLOOMIN ARD—Makes the game harder.
BOX CHATTER—Enter this name and you'll see Muppet-like representations of the game's announcers on the screen as they talk.
CATS DOGS—Enter this name, then open the "Game Mode" menu and change the "Weather" option to "Rainy". When the race starts, you'll see frogs falling from the sky instead of rain.
LITTLE WEELS—Actually, entering this as your name will give your vehicle gigantic wheels.
PI MAN—With this name in place, you'll be playing in *WipeOut* mode as a hovercraft.
SWAP SHOP—Entering this name will change some of the game's sounds; check out the collision sound effects!
TOO EASY—Makes the game easier.
VIRTUALLY VIRTUAL—Entering this name will change the graphic elements to flat-shaded polygons, which makes the game resemble *Sega's Virtua Racing*.
ZODM LENSE—Enter this name to access an overhead helicopter-style camera angle.
Championship Warp
To warp ahead in Championship mode, access the "Edit Driver" option as above and simply change the first letter of Jean Alesi's name to "N", "O", "P" or "Q". Now enter Championship Mode; you'll start at Round 16.

FORMULA 1 98

Hidden Tracks
Choose "Options" from the "Select Driver/Team" menu, then choose "Edit Driver Name" and enter the following driver names to open hidden tracks:
Cheesy Poofs—Unlock Stunt track
Go Cows—Unlock Roman Forum track

FORSAKEN

Secret Cheat Menu
At the main menu, highlight "Options" and press **Left, Right, Left, Right.** Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom.

FROGGER

Stage Select
During gameplay, press **START** to pause, then press **Right,** □, △, □, △, **R1, L1, R1, L1,** O. When you return to the "Select Level" screen, all of the stages will be unlocked.
Infinite Lives
During gameplay, press **START** to pause, then press **Right,** □, △, □, △, X.

FUTURE COP: L.A.P.D.
Secret Passwords
D I S Y F I S L F Y—All Crime War and Precinct Assault missions completed
D I T I F I S L F I—All Crime War and Precinct Assault missions locked complete
D Y P Y F A S R H R—All Crime War and Precinct Assault missions completed, plus all secret weapons
S I F R G Y B E R R—Invincibility
S Y M R G D B R R I—All secret weapons
D Y S I F A S R H Y—All Crime War and Precinct Assault missions locked complete, plus all secret weapons
D Y T I F A S U H L—All Crime War and Precinct Assault missions locked complete, plus all secret weapons and invincibility
Cheat Codes
While in the game, press **START** and enter the map screen. Press **SELECT** to access the options menu, highlight the "Volume Sound FX" option and enter any of the following codes. You must select "Quit" after you enter these codes; the game will not quit if the codes are entered correctly:
Reload Shield—□, **SELECT**, O, X
Complete current mission—□, O, □, O, X, **SELECT**, X, **SELECT**
Turn blue player to black—□, **SELECT**, O, X, X, O, **SELECT**, □
Reload Weapon 0—□, O, **SELECT**, X, **SELECT**, X, O, □
Reload Weapon 1—O, X, **SELECT**, □, O, X, **SELECT**, □
Reload Weapon 2—□, **SELECT**, □, O, □, **SELECT**, X
Power-up Weapon 0—O, O, O, X, X, X, O, **SELECT**
Power-up Weapon 1—□, □, □, O, X, O, X
Power-up Weapon 2—□, O, □, **SELECT**, X, □, O
Add 200 points to the player—O, □, O, X, **SELECT**, □, X
Invincibility—O, O, **SELECT**, **SELECT**, O, **SELECT**, X, □
Super Jump—O, O, O, O, □, X, **SELECT**, □, X, O
Maximum Shield—X, X, **SELECT**, O, O, **SELECT**, □, □, **SELECT**

G•DARIUS
Unlock All Movies
Highlight "Movie" at the option screen, press **Left**, **Right**, **Left**, **Right**, then hold **L1** + **L2** + **R1** + **R2** and press **START**. All of the movies will be unlocked, even if you haven't finished the game.

G-POLICE
Infinite Shields
At the "Mission Brief" screen, hold **L1** + **R2** + □ and press **Left** on the D-pad.
Unlimited Ammo
At the weapon select screen, hold **R1** + **L2** + O and press **Left** on the D-pad.

GEX: ENTER THE GECKO
Invincibility
During the game, press **START** to pause, then hold the **L2** button and press **Left**, **Right**, △, **Down**, **Right**, **Left**.
Infinite Lives
During the game, press **START** to pause, then hold the **L2** button and press **Up**, **Up**, **Down**, **Right**, △, **Down**.
Random Speech
During the game, press **START** to pause, then hold the **L2** button and press △, **Left**, O, **Up**, **Down**. When you unpause, you can press **SELECT** at any time to make Gex say a random one-liner.
Stage Timer
During the game, press **START** to pause, then hold the **L2** button and press **Right**, △, **Right**, **Left**, △, X. With this code in place, a timer will appear in the corner of the screen to keep track of how long it takes you to beat each stage. When you're on the Media Dimension map, press **SELECT** to call up your current game's stats, then hold the □ button to see your best times for each level.
Stage Select
During the game, press **START** to pause, then hold the **L2** button and press **Right**, **Right**, **Left**, **Right**, △, **Down**, **Right**. When you unpause, press **SELECT** to call up a stage select menu. Highlight the top option ("Level Select Menu 1," "2" or "3") and press **Left** or X to cycle between three different menus.
Debug Menu
When you're on the Media Dimension map, press **START** to pause, then hold the **L2** button and press **Right**, **Right**, **Left**, **Right**, △, **Right**, **Left**, **Right**, △, X. When you unpause, press **SELECT** to call up a debug menu. Press **Left** or **Right** to turn the different options on or off; use the "Collectables" submenu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media Dimension map.

GHOST IN THE SHELL
Stage Select
At the main menu, press **R2**, **R1**, □, □, **Up**, **Down**, □, □, **R2**, **R2**; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO
Cheat Codes
Press □ at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:
• Enter the name "W E Y H E Y" to start with 9,999,990 points.
• Enter "B L O W M E" to have your character's map coordinates displayed on the screen while you play.
• Enter "E A T T H I S" to max out your "Wanted" level.
• Enter "T H E S H I T" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

GUILTY GEAR
Extra Difficulty Level
At the PlayStation logo screen, hold □ + **R2** + **L1** + **Down** while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.
Secret Characters: Testament and Justice
To access the *Guilty* Gear bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.
Secret Character: Baiken
To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

GUNSHIP
Invincibility
Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press **L1** + **L2** + **R2** + **R1** buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

HEART OF DARKNESS
Cheat Mode
Hold **L1** + **L2** + **R1** + **R2** on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu; in the treehouse, you'll find that you can now access any stage from the "Load Game" option or any movie scene from the "Show Cinematics" menu.

HERCULES ACTION GAME
Passwords
The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa
The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer
The Big Olive—Centaur, Shield, Hydra, Hercules head
The Hydra Canyon—Shield, Helmet, Shield, Soldier
Medusa's Lair—Archer, Pegasus, Archer, Centaur
Cyclops Attack—Helmet, Pegasus, Hercules head, Archer
Titan Flight—Soldier, Shield, Shield, Lightning
Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus
Vortex of Souls—Soldier, Lightning, Soldier, Centaur
Watch All Full-Motion Video Scenes
Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press **START** to exit.

HOT SHOTS GOLF
All Access Code
First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1** + **L2** + **R1** + **R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, **Left**, **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, **Left** on Controller 2. You must continue to hold all four **L** and **R** buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.
Mirror Courses
At the Course Select screen, highlight a course, hold **L1** + **L2**, press X to lock in your selection and continue to hold **L1** + **L2** until the course loads. When it does, it will be a "mirrored" version of the normal course.
Mirror Characters
At the Character Select menu, highlight a golfer, hold **L1** and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

IN THE HUNT
Stage Select
At the title screen menu, highlight "Start", hold the D-pad in the **Up/Left** position, hold **SELECT** and press the O button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout game.
Infinite Continues
When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the △ and **SELECT** buttons and press **START**. You'll get five additional continues. Repeat this code whenever you run out of credits.

INTELLIGENT QUBE
Practice Stages
Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1** + **R1** and press X. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

INTERNATIONAL TRACK & FIELD
Skimpier Swimsuits
At the Game Select menu, highlight "100m Free Style" and press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, O, X. Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis.

INVASION FROM BEYOND
Level Select
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):
L1, **R1**, **L2**, **R2**, △, X, O, □, □, O, X, △
All Ships & Weapons
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):
L1, **R1**, **L2**, **R2**, **Up**, **Down**, **Right**, **Left**, **Left**, **Right**, **Down**, **Up**

IRRITATING STICK
Extra Lives
To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press Right on the D-pad four times. Highlight "Tournament" and press Right on the D-pad once. Highlight "Course Edit" and press Left on the D-pad twice. Highlight "Option" and press Left on the D-pad six times. Now highlight "1P Play" and press X. You'll hear the crowd cheer to confirm the code.

JET MOTO
Cheat Codes
Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press **START**. At the title screen, press O, O, O, □, △, △, □, △. You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects:
2 Player vs. CPU—O, □, **R2**, O, △, **L2**, **Right**, **Up**
Double Stunt Points—**Right**, **Up**, O, **L2**, △, O, **R1**, **R2**
Unlimited Turbos—△, O, **Right**, **R2**, **Up**, □, **Up**, △
Rocket Racer—△, **Up**, **Up**, **L2**, **L2**, **Up**, **Up**, **Up**
Multiple Camera Angles—△, **Down**, □, △, **L1**, **L1**, **R1**, **R1**
No Resistance—□, **L1**, △, **Right**, **L1**, **Down**, **R2**, △
Super Ability—**Down**, O, **Left**, **L1**, **Left**, **Right**, **Left**, **Right**
Air Brakes—**R1**, **R2**, **Right**, **L2**, **Up**, O, **Up**, O
Ice Racing—**Up**, **R2**, **R1**, **Right**, **L1**, □, **Right**, **Right**
Access All Tracks
At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press **START**; when the yellow highlight appears on the menu at the bottom of the title screen, press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**. Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press **START** again; when the main menu reappears, press **Up**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes; there's also a fourth difficulty setting called "Master" at the Options menu.

JET MOTO 2
Access All Tracks
Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the **START** button or by highlighting "EXIT" and pressing the X button; if you exit the options screen by pressing the △ button, your changes will not be retained and the codes won't work.
To access all of the tracks—including the alternate tracks—follow these steps:
1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5".
2) Choose "1 Player" at the main menu; highlight Lil Dave, press X, then press △ until you get back to the main menu.
3) At the main menu, quickly press **Up**, **Down**, **Left**, **Right**, **R2**, **R1**, **L2**, **L1**; you won't get any confirmation of this code.
4) Return to the Options menu and set the Laps Per Race to "3".
5) Choose "1 Player" at the main menu; highlight Wild Ride, press X, then press △ until you get back to the main menu.
6) At the main menu, quickly press **Up**, **Left**, **Down**, **Right**, □, **R2**, O, **L2**; you will hear a signal to confirm this code.
7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".
8) Choose "1 Player" at the main menu; highlight Bomber, press X, then press △ until you get back to the main menu.
9) At the main menu, quickly press **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**; you won't get any confirmation of this code.
10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On".
11) At the main menu, quickly press **R2**, **R1**, **L1**, **L2**, **R2**, **R1**, **L1**, **L2**; you will hear a signal to confirm this code. Now you can access all of the tracks.
Secret Character/Extra Difficulty Setting
At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press **Left**, □, **Down**, △, **Right**, O, **L1**, **R1**; you will hear a signal to confirm this code. Now Enigma is available at the character-select screen; there's also a new difficulty setting called "Insane."

JUDGE DREDD
Secret Codes
To enter the following codes, you must first play the game until you earn a score that's

good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:
I P E M O N ?—Deformed characters
? L O V E S E X Y ?—See the ending
I B E O S T R A W I—10 credits
I E I K K I N—Invincibility

JUMPING FLASH!

Stage Select
At the *Jumping Flash* title screen, press **Up**, **Up**, **Down**, **Down**, X, X, **Left**, **Right**, **Left**, **Right**, X, △, X, △. The color of the text box will change from blue to reddish if you've entered the code properly. Now start the game; when the World Map appears, press **Right** repeatedly to skip to different stages.

KAGERO: DECEPTION II

Sound Test
When the words "Press Start" appear at the title screen, press **R1** four times, then **R2** six times; you'll hear a scream. Now you can find a new option called "Sound Test" at the main menu.

KNOCKOUT KINGS

Note: The following codes may be difficult to enter. Be sure you're pressing the D-pad in the exact directions specified without pointing it diagonally, and whenever you see a "+" sign between two buttons, it means that those two buttons must be pressed at exactly the same instant.

Play as a Bear
At the main menu, press **Right** + □, **Right** + △, **Right** + O, **Right** + X. If you are doing it correctly, you should hear the bell sound after every button command. Now no matter what boxer you choose, you will be playing as a bear.

Big Head Mode
At the main menu, press **Left** + O, **Left** + △, **Left** + □, **Left** + X. As above, you should hear the bell sound after every button command. This cheat only works with created boxers or boxers which can be edited.

THE LOST WORLD: JURASSIC PARK

Cheat Passwords (All DNA, 99 Lives)
Compy—X X O △ □ X □ X O □ △ □
Human Hunter—□ □ △ O X □ □ □ □ X O △
Raptor—X X O △ □ X □ X □ □ △ O
T-Rex—X X O △ □ □ □ X △ □ △ □
Human Prey—□ □ △ O X X □ □ △ X O △

Gallery Passwords
Compy—□ □ △ O X X O △ O △ △ X X
Hunter—X X O △ □ △ △ △ X O □ O
Raptor—□ □ △ O X O △ O X △ X △
T-Rex—△ △ □ X O □ O X X □ △ □
Prey—△ △ X O □ △ X □ □ O O

Stage Select
Access the password screen and enter the following password: □, X, O, △, △, X, □, O, △, O, X, □. You'll hear a beep as if you've entered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password once again, you'll think you've made a mistake. Return to the password screen and enter the password a third time, you'll access a top-secret stage select menu that allows you to start at any sub-stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu.

MACHINE HEAD

Infinite Energy
At the main menu, press O, **L1**, **L1**, **L1**, O, **L1**, O, O, **L1**, O, O, O, **L1**, **L1**, **L1**, **L1**, **L1**, O, O, **L1**.

Infinite Ammunition
At the main menu, press O, O, O, O, O, **L1**, O, **L1**, **L1**, O, **L1**, **L1**, O, **L1**, **L1**, O, **L1**, O, **L1**, **L1**, **L1**, **L1**.

Level Select
At the main menu, press **L1**, O, **L1**, **L1**, **L1**, O, O, O, O, **L1**, **L1**, O, O, **L1**, O, **L1**, O, O, O, O. With that code in place, press the **R1** button repeatedly to choose your starting stage; the stage names will appear on the screen. If you skip too far ahead, use **R2** to go back through the list.

MARVEL SUPER HEROES

Alternate Colors
To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:
• For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**.
• For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**.

Boss Codes
To play as Or. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":
• Dr. Ooom—Press **Down**, **Down**, then press and continue to hold X, then O, then **R1** (you should still be holding X and O when you press **R1**)
• Thanos—Press **Up**, **Up**, then press and continue to hold **L1**, then △, then □ (you should still be holding **L1** and △ when you press □)
To choose the alternate Player 2 color for Or. Ooom or Thanos, use the following codes at the character select screen:
• Or. Ooom—Press **Down**, **Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold X, then O, then **R1** (you should still be holding **Down** + X + O when you press **R1**)
• Thanos—Press **Up**, **Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **L1**, then △, then □ (you should still be holding **Up** + **L1** + △ when you press □)
Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters
At the character-select screen, follow the instructions below to select alternate versions of certain characters:
• Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button
• U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button
• Shadow—Highlight Dhalsim, hold **SELECT** and press any action button
• Mephisto—Highlight Omega Red, hold **SELECT** and press any action button
• Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button
• Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button
• Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

MECHWARRIOR 2

Cheat Passwords
Choose the "Password" option from the main menu and enter any of the following codes for different effects:
Access All Missions—T < X O / A X A < =
Extra Weapon Variants—T # X O / A X < < <
Slow Heat Build Up—# X X O / A 4 > Y +
Access "Elemental" Mech Chassis—T / X O / A Z < # *
Access "Tarantula" Mech Chassis—# / X O / A 4 < L Y
"Cruise Control" Throttle—# A X O / A 4 Y Y A
Invincibility—# # X O / A > < U Z
Infinite Ammunition—T O X O / A X > T U
Use Any Mech—# O X O / A > > O /
Jump Jets for All Mechs—# Y X O / A > Y O L

MEGA MAN X4

Alternate MegaMan X
At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the O button twice, press **Left** six times, then hold **L1** + **R2** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero
At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R1** button, press **Right** six times, release **R1**, hold O and press **START**. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MICRO MACHINES V3

Cheat Codes
Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:
Low camera angle—**Left**, **Right**, □, O, **Left**, **Right**, □, O
Slow down computer cars—O, △, □, X, O, △, □, X
Super speed—X, O, □, △, X, X, X, X
Super jumping ability—**Right**, **Right**, **Down**, **Up**, **Down**, **Left**, **Down**, **Down**
Change vehicles—**Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up**, **Down**, **Down**, □, O, O, △, X. With the Debug code in place, the following options become available:
• Press □ + O + △ + X to make all of the vehicles on the track explode
• Hold **SELECT** and move the D-pad to tilt or rotate the camera angle
• Hold **SELECT** and press **L2** or **R2** to zoom in or out
• Hold **SELECT** and press □ to have the computer control your car
• Hold **SELECT** and press X to end the race with you in first place!

"Name" Cheats
When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.
• Enter the name "GIMMEALL" to be able to access all tracks in multiplayer mode.
• Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name "3LIVES" to cancel this code.
• Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MORTAL KOMBAT 3

Play as Smoke
During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, △ six times, X six times and O nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode
During the opening demo, quickly press X, O, △, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.
Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.
If you're having trouble remembering this code, here's a simpler version: During the opening demo, press X, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT 4

Secret Cheat Menu
Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:
• Player 1: Press Low Punch three times and Low Kick twice
• Player 2: Press Low Punch twice, Block once and Low Kick three times
After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters
To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:
1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.
2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.
To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.
3) Continue to hold Block + Run until the fight starts.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Fatality
When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

Combos
3 Hits—High Punch, High Punch, Low Punch
5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Cheat Passwords
Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:
• Enter "G T T B H R" for Infinite lives
• Enter "N X C V S Z" to start with 10 Urns of Vitality in your Inventory
• Enter "C R V O T S" to see the credits from the end of the game
• Enter "R C K M N O" to see a demo of the rock boss exploding

Stage Passwords
Wind Stage—T H W M S B
Earth Stage—C N S Z O G
Prison Stage—R G T K C S
Water Stage—Z V R K O M
Fire Stage—J Y P P H O
Bridge of Immortality—Q F T L W N
Qhan Chi's Fortress—Z C H R R Y (With this code in place, you can warp directly to the battle with Quan Chi if you hold the **L1** button when you die, you will warp to the battle with Shinnok.)

MORTAL KOMBAT TRILOGY

Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character
At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run** + **Block** + **High Punch** + **High Kick** and point the D-pad Away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu
Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1** + **L2** + **R1** + **R2** + **Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen.

MOTOR TOON GRAND PRIX

Secret Saves
(Note: This code requires a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the **R1** button and press X or O. Instead of loading videos from the memory card, you'll see 20 "Team SCEI" videos of amazing races by the game's creators. Watch these videos to learn how to become a better racer; press X or O during each video to switch to the standard camera angle.

Secret Ghosts
(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video..." hold the **R1** button and press X or O. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCEI" videos made by the game's creators.

Extra Options
At the main menu, highlight "Options", hold L1 + L2 + **R1** + **R2** and press X. Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking.

MOTORHEAD

Secret Passwords
Access the "Code" option at the Options menu and enter the following codes to access different effects:

s o f t h e a d—Motion blur effect
s u p e r c a r—Overhead view
i n s a n i t y—Alternate demo
l a s t c o d e—Unlock all cars and tracks
n o c h e a t s—Disable cheats

Note that when you enter these cheat codes, high scores will not be recorded.

N2O NITROUS OXIDE

Cheat Codes
Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:

X X □ X X X △ △—Infinite Firewalls
□ X O □ X □ O □—Infinite weapons
O X X △ □ △ □ O—Infinite lives
□ △ O △ X △ □ X—Access any level
□ □ □ △ O △ □ □—Bonus level access
X X X □ △ O X △—Enable fifth ship (Speedcore)
O X □ △ △ O △ O—Activate "water" effect
□ △ X △ O □ △ X—Bonuses don't reset when you die

NAMCO MUSEUM VOLUME 2

Mappy Stage Skip
Load the game *Mappy* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW3" box and press X to turn it "on." Now start the game; you can skip stages at any time by holding **L1** + **R1** and pressing the X button.

Super Pac-Man Stage Skip
Load the game *Super Pac-Man* and press the △ button to access the dipswitch screen. Highlight switch #6 in the "SW3" box and press X to turn it "on." Now start the game. When the word "Ready!" appears on the screen just before the characters start to move at the beginning of any stage, quickly hold **L1** + R1 + O and press **START**; The screen will flash just like it does when the stage is cleared and you'll advance to the next stage. Repeat the process for each stage to skip to any level.

Galaxian Stage Select
Load the game *Galaxian* and press the △ button to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press X to turn it "on." Now start the game. When the words "Parsec 1" appear on the screen, hold **L1** + **R1** + O and press **START**; a stage-select number will appear at the left side of the screen. Press **Up** or **Down** to change the number of the stage you'd like to warp to, then press **START** to begin at the stage you chose.

Dragon Buster Stage Skip
Load the game *Dragon Buster* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW2" box and press X to turn it "on." Now start the game. When the map screen appears, hold L1 + R1 + O and advance Clovis to either of the first two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2. You can continue to advance to higher rounds as long as you hold L1 + R1 + O; when you reach the round you'd like to start on, just release the buttons and you'll be able to enter the dungeons normally.

NAMCO MUSEUM VOLUME 3

Pole Position II Secret Courses
Load the game *Pole Position II* and press the △ button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press X; then press **Up** to turn on switch #1 in the left box. Now press △ twice and choose "Game" with the X button. When the game loads, press △ to open the options window again. You'll find a new option called "Course"; highlight it and press X to turn it on (you'll hear a chime.) Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has no *turns* at all. This code remains in effect until you shut the power off or return to the main *Museum* menu.

Galaxian Turbo Mode
Load the game *Galaxian*. When the demo sequence begins, press the **SELECT** button exactly 32 times to add credits. When the number of credits shown in the lower right corner of the screen is 32, press the **SELECT** button one more time and hold it down while pressing **START**. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return to the main *Museum* menu.

Galaxian Hard Mode
Play the game *Galaxian* until you clear Round 9. After you've done this, press the △ button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank". This allows you to change the game from "Normal" to "Hard" mode.

Galaxian Psychidelic Mode
Play the game *Galaxian* until you have a high score of 30,000 points or more. Once you've done this, press the △ button during the demo sequence to access the options window. Highlight "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press X, then highlight switch #6 and press **Up** to turn it on. (You can't change this switch unless your *Galaxian* high score is over 30,000.) Now start the game and you'll be playing in Psychidelic Mode, in which all moving objects leave trails of colored lights on the screen.

The Tower of Druaga Secret Area
While walking around inside the museum, hold the **L1** and **R1** buttons and press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**. A pickaxe icon will appear in the lower left corner of the screen. Now enter the *Tower of Druaga* wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall; inside you'll see a 3-D animated sequence from *Druaga* and find another *Druaga* machine to play.

NAMCO MUSEUM VOLUME 4

Secret Video Scene
Turn on the PlayStation and hold **L1** + **R1** on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on *Genpei Tourmaden* (a.k.a. *The Genji and the Heike Clans*).

Secret Pac-Land Scene
Enter the Pac-Land room in the museum; it's bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press X to chase him away, then press X at each of the following locations to earn a special ability:

• Find the ghost behind the left side of the wall.
• Find the ghost on top of the wall (press △ to look up).
• Find the ghost talking to the fairy.
• Find the power pellet (press △ to look up at the tops of the trees).
• Give the pellet to Pac-Man.

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press X to jump.

Secret Game
Enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X-Room." Once inside, hold L1 + R1 + △ and press **Up** on the D-pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn on the secret game in that room; it's an *Assault Plus* machine.

The Genji and the Heike Clans Stage Select
Load the game *The Genji and the Heike Clans* and press the △ button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press X, then press **Up** to turn on switch #1 in the left box. Now press △ twice and choose "Game" with the X button. When the game loads, press △ to open the options window again. You'll find a new option called "Course"; highlight it and press X to turn it on (you'll hear a chime.) Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has no *turns* at all. This code remains in effect until you shut the power off or return to the main *Museum* menu.

Galaxian Turbo Mode
Load the game *Galaxian*. When the demo sequence begins, press the **SELECT** button exactly 32 times to add credits. When the number of credits shown in the lower right corner of the screen is 32, press the **SELECT** button one more time and hold it down while pressing **START**. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return to the main *Museum* menu.

Galaxian Hard Mode
Play the game *Galaxian* until you clear Round 9. After you've done this, press the △ button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank". This allows you to change the game from "Normal" to "Hard" mode.

Galaxian Psychidelic Mode
Play the game *Galaxian* until you have a high score of 30,000 points or more. Once you've done this, press the △ button during the demo sequence to access the options window. Highlight "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press X, then highlight switch #6 and press **Up** to turn it on. (You can't change this switch unless your *Galaxian* high score is over 30,000.) Now start the game and you'll be playing in Psychidelic Mode, in which all moving objects leave trails of colored lights on the screen.

The Tower of Druaga Secret Area
While walking around inside the museum, hold the **L1** and **R1** buttons and press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**. A pickaxe icon will appear in the lower left corner of the screen. Now enter the *Tower of Druaga* wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall; inside you'll see a 3-D animated sequence from *Druaga* and find another *Druaga* machine to play.

NAMCO MUSEUM VOLUME 4

Secret Video Scene
Turn on the PlayStation and hold **L1** + **R1** on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on *Genpei Tourmaden* (a.k.a. *The Genji and the Heike Clans*).

Secret Pac-Land Scene
Enter the Pac-Land room in the museum; it's bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press X to chase him away, then press X at each of the following locations to earn a special ability:

• Find the ghost behind the left side of the wall.
• Find the ghost on top of the wall (press △ to look up).
• Find the ghost talking to the fairy.
• Find the power pellet (press △ to look up at the tops of the trees).
• Give the pellet to Pac-Man.

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press X to jump.

Secret Game
Enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X-Room." Once inside, hold L1 + R1 + △ and press **Up** on the D-pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn on the secret game in that room; it's an *Assault Plus* machine.

The Genji and the Heike Clans Stage Select
Load the game *The Genji and the Heike Clans* and press the △ button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "DipSw" and press X, press Right twelve times, then press **Up** to turn on switch #5 in the right box. Press X to confirm, then highlight "Game" and press the X button. Start the game; after Andaba tells you that "you shall have the protection of the priest Shokoku," a stage-select menu will appear. (Note that the stage numbers are not in order; for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 58, press □ to warp there.

NANOTEK WARRIOR

Cheat Codes
Press **START** to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:

• Refill Shield—**SELECT**, O, **Right**, **Up**, **Up**, **L1**, **L1**, X
• Warp Speed Boost—O, □, O, □, △, △, △, X
• Stop Ship—△, **Left**, △, **Right**, △, **Up**, △, **START** (with this code in place, you can stop your vehicle's forward progress at any time by holding the △ button)
• First-Person Viewpoint—△, O, □, □, △, △, **SELECT**, **START**
• Randomize Level Curves—O, **SELECT**, **Left**, □, □, **Down**, **Up**, X

Passwords
Level 2—□ X X X □ □ X △ △
Level 3—X O X X X □ □ △ □
Bonus Level 1—O □ X X □ X X X △
Level 4—△ X □ X □ □ △ X O
Level 5—O X □ X X □ △ △ X
Level 6—X □ □ X □ □ △ X O
Bonus Level 2—□ □ □ X □ □ △ △ □
Level 7—X X X □ X △ O △ □
Level 8—□ X X □ X O X △ O
Level 1 with upgraded NanoTek ship—X □ X □ □ O X △ X

NBA LIVE 99

Secret Teams
Go to the "Rosters" menu and choose "Custom Teams." Select one of the four teams (A through D), enter "EA" as the name of the city, then enter "Europals" as the name of the team. Next, change the name of the city to "Hitmen" and enter one of the following team names to unlock that team:

Coders
Earplugs
Idlers
Pixels

The game will then ask you if you want to activate the Hitmen Production Team. Choose "Activate Hitmen" and the secret team you requested will be activated. Note that you must repeat the entire process for each hidden team, and that the city and team names are case sensitive (i.e. only the first letter should be large).

THE NEED FOR SPEED

Hidden Tracks
Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press **START**. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

"Rally" Tracks
With the cheat password in place, highlight any track and hold the L1 and R1 buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in Sega *Rally*. If you hold **L1**+**R1** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

Secret Car
With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold L1+R1; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

Arcade Mode
Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold L1+R1 and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

Machine Gun Horn
Choose the Head-to-Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold **L1**, O, □ and diagonally **Up/Left** on the D-pad until the race starts. You can now blow everything out of your way by pressing Up to honk the horn. The noise it produces will sound like a machine gun.

NEED FOR SPEED II

Extra Camera Angles
When the "Loading..." screen appears before a race—with the course map on the screen—press and hold L1 + R2 + △ + O. Do not release the buttons until your car appears on the track. Now press the △ button to cycle through the different camera angles; you'll find that there are now nine different camera settings instead of the usual four.

Cheat Passwords
Enter any of the following passwords from the options menu to activate different features:

Access Ford Indigo car—L I L Z I P
Access Monolithic Studios track—S H O T M E
Upgrade all cars to Pioneer engines—P O W R U P

Secret Vehicles
Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked:

Army Truck—A R M Y M E
Volkswagon Beetle—B E E T M E
BMW—B M R M E
Mercedes-Benz—B N Z M E
Volkswagon Bug—B U G M E
School Bus—B U S M E
Citroen—C I T M E
Shipping Crate—C R A T M E
Pick-up Truck—J E P M E
Landcruiser—L C M E
Stretch Limousine—L I M O M E
Log—L O G M E
Mazda Miata—M A Z M E
Outhouse—O U T H M E
Luxury Sedan—Q U A T M E
Semi Truck—S E M I M E
Army Truck II—S N O W M E
Newsstand—S T D A M E
Covered Newsstand—S T D B M E
Souvenir Stand—S T D C M E
Monolithic Studios Tram—T R A M M E
Tyrannosaurus Rex—T R E X M E
Van—V A N M E
Volvo Station Wagon—V O V M E
Covered Wagon—W A G O M E
Jeep Wrangler—Y J M E

To give Player 2 a secret vehicle, just change the last letters of any of these codes from "M E" to "U". For example, if you want to play in two-player mode with two army trucks, enter the password "A R M Y M E", then enter the password "A R M Y U", then start the game.

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes
Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:

Empire City Bonus Track—M C I T Y Z
AutoCross Hidden Track—X C N T R Y
Caverns Hidden Track—X C A V B
The Room Hidden Track—P L A Y T M
Scorpio-7 Hidden Track—G L D F S H
Space Race Hidden Track—M N B E A M
Activate Jaguar XJR-15—L J A G X
Activate Mercedes-Benz CLK-GTR—A M G M R C
Activate El Nino—R O C K E T
All cars and bonus tracks (not hidden tracks)—S P O I L T
All Camera Views—S E E A L L

Speed and Language Codes
First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the **START** button. Immediately after pressing **START**, let go and press the appropriate button combination (i.e. **Up + R1+ R2**). You must keep these buttons held down until the loading screen appears in order for the codes to work.
Slow the game down by 20%—Up + X + △
Cops Speak With Different Accent—**Up + R1 + L2**
Cops Speak in German—Up + R2 + L1
Cops Speak in Spanish—**Down + R2 + L1**
Cops Speak in Italian—**Left + R2 + L1**
Cops Speak in French—**Right + R2 + L1**

NEED FOR SPEED: HIGH STAKES

Secret Vehicles
Enter any of the following passcodes as your user name to unlock the corresponding vehicle:
H O T R O D—Unlocks the Titan
F L A S H—Unlocks the Phantom
W H I R L Y—Unlocks the Police Helicopter

NEED FOR SPEED V-RALLY

Cheat Codes
Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press **Up, Down**, then immediately hold the △ button and press O. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the △ and O buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears:
• Hold **L1** and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.
• Hold **L2** and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.
• Press **Left**, then press and continue to hold **R2**; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.
• Press **Left**, then **Right**; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and In a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NFL BLITZ

Secret Characters
At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character:
TURMEL—0322
SAL—0201
JAPPLE—6660
JENIFR—3333
LUIS—3333
OANIEL—0604
JASON—3141
ROOT—6000
BRAIN—1111
GENTIL—1111
RAIDEN—3691
ROOT—6000
SHINOK—8337
SKULL—1111
THUG—1111
FOROEN—1111
DAVID—3456
AZPOD—4777
FRANC—1221
JUAN—6521
BERT—8735
JOVE—6644
AUBREY—6666
ALLEN—7911
BYRON—1969
FRANZ—8421
BRIAN—2221
Name Record Codes
Enter these names and PIN numbers as described above. They won't reveal secret characters with special heads, but they will allow you to play with the worst/oss records and individual stats of some of the people on the high score tables:
MIKE—3333
CALEB—0816
BYRON—1111
GRINCH—0222
GUIDO—6765
Secret Codes
At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press **Right**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the same code.
Powerup Blockers—3-1-2-Left
Powerup Speed—4-0-4-Left
Powerup Teammates—2-3-3-Up
Powerup Defense—4-2-1-Up
Powerup Offense—3-1-2-Up
Infinite Turbo—5-1-4-Up
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Super Blitz—4-4-4-Up
Super Blitzing—0-4-5-Up
Hyper Blitz—5-5-5-Up
Fast Passes—2-5-0-Left
Super Passing—4-2-3-Right
Unlimited Throw Distances—2-2-3-Right
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
No Punting—1-5-1-Up
Allow Stepping Out of Bounds—2-1-1-Left
No Play Selection—1-1-5-Left
Late Hits—0-1-0-Up
Turn Off Stadium—5-0-0-Left
Tournament Mode—1-1-1-Down
Clear Tournament Mode—1-1-1-Up
Show Field Goal %—0-0-1-Down
No Random Fumbles—4-2-3-Down
No CPU Assistance—0-1-2-Down
Smart CPU Opponent—3-1-4-Down
Invisible—4-3-3-Up
Hide Receiver Name—1-0-2-Right
Unidentified Ball Carrier—5-2-2-Down
Invisible Receiver Highlight—3-3-3-Left
Big Football—0-5-0-Down
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
No Head—3-2-1-Left
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
Team Tiny Players—3-1-0-Right
Team Big Players—1-4-1-Right
Show More Field—0-2-1-Right
Night Game—2-2-2-Right
Weather: Rain—5-5-5-Right
Weather: Snow—5-2-5-Down
Weather: Clear—2-1-2-Left

NFL GAMEDAY 99

"Easter Egg" Codes
Choose "Easter Eggs" from the options menu, choose "Add Entry" and enter any of the passcodes below for different effects. The codes must be entered exactly as shown, including the spaces:
BIG BALLS—Big football
BIG HITS—Hits sound more powerful
BLINDERS—No penalties
BOBO—All players are named Bobo
BUNYON—Big players
COFFEE BREAK—Extra speed
CON MAN—Computer opponent hides pass coverage
CPU SCORES—Computer-controlled players are faster
CPU STUFFS—Computer team has stronger, faster offensive line
CREDITS—See the credits
DAVIS—Faster running back
EGG HEAD—No stamina, more fatigue injuries
EURO LEAGUE—All players have European last names
EVEN TEAMS—All players are created equal
FLEA CIRCUS—Tiny players
GD CHALLENGE—Extra difficulty setting
GRUDGE MATCH—Red zone is red, end zone is checkered, field goals are invisible
HAMSTRUNG—More hamstring injuries
HANGTIME—Punts have longer hang time
HOOPS—All players are named after basketball players
HOT SHOT—Computer-controlled players celebrate in the field
ITS IN THE FPS—Game's "frame rate" changes constantly
MIND READER—Computer opponent knows which play you've called
PLAYING CARDS—Flat players
POP WARNER—Smaller, faster players
PRESIDENTS—All players are named after Presidents
PRIME TIME—Computer opponent makes big plays
PUPPETS—Players are controlled by string like puppets
RED ZONE—All players are named after programmers
ROCKET MAN—Ball carrier can use speed bursts
SLIDESHOW—See cheerleaders after a game
SKELETON—Play as Skeleton team
SPORTS—All players are named after the game's developers
STAMINA—More endurance
STEEL LEG—Longer field goals
STICKEM—Fewer dropped passes
SWIMMERS—Improved "swim" move
TELE TUMMY—Players have TV sets in their stomachs
WEAK—Players become fatigued more quickly

NFL XTREME

Cheat Codes
Choose "Rosters" from the main menu, then access the "Create Free Agent" option and create a player with one of the following names to unlock secret features. Note: You must change at least one of the created player's default settings or else the player will not be added to the free agent pool.
• Name the player "BIGHEAD BOBBY" to give all players big heads
• Name the player "COINHEAD COREY" to make the players' heads two-dimensional
• Name the player "LAMEBOY LENNY" to change the player animation
• Name the player "GEORGE GIRAFFE" to give all players long necks
• Name the player "BIG BEN" to play with much bigger players
• Name the player "TINY TOM" to play with much smaller players
• Name the player "MONKEY MICKEY" to give all players long arms
• Name the player "SHRIMPY SEAN" to give all players short arms

NHL 99

Passwords
Enter the "Rules and Options" menu and select Options. Access the Passwords screen and enter any of the following passwords for different effects:
3RD—Sunday Jerseys for some teams
EAEAO—Play as the EA Blades
FREEEA—Programmers in free agent list
BRAINY—Big head mode
BIGBIG—Giant players
NHLKIOS—Small players
PLAYTIME—Small players and large goalies
PULLED—No goalies
SPEED—Fast game play
SPEEDY—Really fast game play
VICTORY or STANLEY—Stanley Cup movie
MON, DET, BOS, etc—Enter the first three letters of a city's name to see the stadium movie

NHL OPEN ICE

Secret Character
Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings.

NIGHTMARE CREATURES

Cheat Password
Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ↓ O △ □ ↓. Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

NO ONE CAN STOP MR. DOMINO

Secret Characters
To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages. To unlock the alien domino named D▲M●70, you must achieve a score that the game considers to be "the best in the U.S." In all six stages. These rankings show up each time you clear a stage; unfortunately, this information is not preserved at the high-score table, so you'll have to remember what your rankings were in each stage. The rankings, in order from lowest to best, are as follows: Town, City, County, Country, U.S., World, Earth, Universe.

O.D.T.

Cheat Codes
Each of these codes can be entered while the game is paused:
50 lives—△, Up, O, Right, **SELECT**, □
Refill energy—**Left, Right, Left, Right**, □
Refill ammo—**Left, Right, Up, Down**, O, □
Refill mana—**Left, Right, Left, Right**, O
Weapon powerup—**R1, L1, R2, L2, Left, Right, Up, Down**
Raise abilities by 10%—□, O, △, **SELECT, Left**
Fill experience gauge—O, △, **L1, L2, R1, SELECT**
Raise each spell 1 level—**Down**, △, **SELECT, L1, R1, SELECT**
Toggle monsters' energy bars—△, □, O, △, O

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select
Enter these codes at the main menu:
• Level Select—Hold **R1** and press **Down, Right, Left, Right**, □, O, □, △, O, □, **Right, Left**.
• Movie Select—Hold **R1** and press **Up, Left, Right**, □, O, △, □, **Right, Left, Up, Right**.
• Green Farts—Hold **R1** and press **Up, Left, Right**, □, O, X.

ODDWORLD: ABE'S EXODDUS

Checkpoint Skip
At any point in the game, hold **R1** and press O, O, X, X, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."
Stage Select
At the main menu, hold the **R1** button and press **Down, Up, Left, Right**, △, □, O, △, □, O, **Down, Up, Left, Right**.
Video Scene Select
At the main menu, hold the **R1** button and press **Up, Down, Left, Right**, □, O, △, O, □, O, **Up, Down, Left, Right**.

POOL HUSTLER

Secret Game Mode
At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down**, △, △, X, X, **Left, Right**, □, O; you'll hear a signal to confirm. You'll find a new option called "Bowliards" at the main menu; it's a billiards game that's scored like bowling.

POWER MOVE PRO WRESTLING

Hidden Character: Sparrow
At the title screen, press O, **Right**, △, **Up**, □, **Left**, X, **Down**, X, **Down**, □, **Left**, △, **Up**, O, **Right, SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press **SELECT** to find Sparrow.
Hidden Character: Gorgon
At the title screen, press **L1, L1, L2, R2, R2, R1**, △, **Down**, X, **Up, SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press **SELECT** to find Gorgon.
Hidden Character: Sallie
At the title screen, press **Up, Down, Left, Right**, △, X, □, O, **L1, R1, L2, R2, SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight El Temblor and press **SELECT** to get Sallie.

PSYBADEK

Cheat Passwords
G O A N Y W H E R E—Enable level select
G R E A S E O D E K—Slippery board
J E L L Y J E L L Y—Jelly mode
T O P S Y T U R V Y—Upside down mode
W A L K O N M O O N—Low gravity
D O N D A C H A O S—Invincibility
D O N T D I O N M E—Nine lives
I N L I L L I P U T—Big characters
S I Z O F A N A N T—Small characters
D E K P O W E R U P—Faster Oek

R•TYPES

Level Select
Highlight either *R-Type* or *R-Type II* at the title screen, quickly press **L2** ten times, then

R2 ten times; you'll hear a sound to confirm. Now start the game and press START to pause; you can choose any stage with the stage-select option at the pause menu.
Increase Speed
Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, O.
Decrease Speed
Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.

RAGE RACER

Mirror Mode
At the Car Select menu, highlight "Race Start," hold L1 + R1 and press START and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.
Custom Logo Colors
At the Team Logo design screen, highlight any color on the color pallette, hold L1 + L2 + R1 + R2 and press SELECT; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the pallette, highlight it, press Up or Down to highlight the red, green or blue pigment box, then hold the R1 or R2 button and press Up or Down to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press SELECT repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
S M 1 4 N—Unlock George
S 4 V R 5—Unlock Lizzie
L V P V 5—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RASCAL

Stage Skip
Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the R1 button to change the name of the stage, then hold the R1 button down until you warp to the stage you chose. To skip to a different room within a stage, tap the R2 button to change the room number, then hold the R2 button down until you warp to the room you chose.

RAYSTORM

Free Play Mode
When the words "Press Start Button" appear at the title screen, hold L1 + L2 + R1 + R2 and press START; when the main menu appears, continue to hold L1 + L2 + R1 + R2 and press Up seven times, then Down, then Up four times, then START; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

REBOOT

Secret Codes
Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.
• Free Shield with Every Glitch pick-up—Down, R1, Left, Right, Down, L2, R2, Left, Right, Up
• Full Glitch Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left
• Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right
• Play as Dot Matrix—Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

RESIDENT EVIL

Rocket Launcher
If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.
Special Key
In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode
Choose "New Game" from the main menu, then highlight "Advanced" and hold Right on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2

Secret Photo
In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.
Alternate Clothes
Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.
Shoot the Camera
Go to the outside area in the basement where the two dogs jump down from the fence, stand with your back facing the manhole and walk forward until the camera angle changes. Now draw your rifle and shoot; "bullet holes" will appear on your TV screen!
Bonus Weapons
If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.
Secret Character: Hunk
To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.
Secret Character: Tofu
To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode
Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can also play as Chris Redfield from the original *Resident Evil* if you beat the second level.

RIDGE RACER REVOLUTION

Title Screen Trick
If you hold two L or R buttons at the title screen, you can move the spotlight around with the D-pad and change its focus with □ and X.
Extra Cars
If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.
Buggy Mode
If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny-looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the *Galaga '88* game, press and hold Down + L1 + SELECT + △ + R1; all of the enemy ships will be automatically destroyed with exactly one shot each.
Secret Cars
Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in the Time Trial mode as follows:
Novice—13th Racing Car
Intermediate—13th Racing Kid
Expert—White Angel
If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.
Spinning Mode
Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

RIVAL SCHOOLS

Note: The following codes work with the "Evolution" disc only.
Extra Characters
Choose "1P Game" and finish the game with any character at any difficulty setting. Once you've done this, access the box marked "Extra" at the character select screen and a hidden fighter will be selectable. Each time you finish the game this way, another character will be unlocked; there are 24 extra characters in all.
Unlock Hidden Outfits
• To play as Hinata in her underwear, finish the game with Hinata, Batsu and Kyosuke.
• To access Tiffany's school outfit, finish the game with Tiffany, Roy and Boman.
• To play as Natsu in a dress, finish the game with Natsu, Roberto and Shoma.
• To access Kyoko's Polo shirt and boxers, finish the game with Hideo and Kyoko.
Secret Mini Games
• To access Home Run Mode, finish a one-player game as Shoma at the highest difficulty setting.
• To unlock Shoot Out mode, finish a one-player game as Roberto at the highest difficulty setting.
• To access Service mode, finish the game with Natsu at the highest difficulty setting.
Kyoko's Office
To enable Kyoko's Office of massaging, beat the game at the highest difficulty setting with Kyoko. Kyoko's Office will become available in "Extra" mode at the mode selection screen.

ROBOTRON X

Instant Power Ups
At any time during the game—not while paused—you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller; if you're using another configuration just remember that △ means Fire Up, □ is Fire Left, O is Fire Right and X is Fire Down.
Shield—Down, Left, □, O
Two-Way Weapon—Up, △, Up, △
Three-Way Weapon—Right, Right, □, X
Four-Way Weapon—Down, Down, Up, O
Pulse Wave—Up, O, Down, Right, □
Speed Up—Left, Left, Right, Right, △
Flamethrower Weapon—Down, Right, Down, Right, O

ROGUE TRIP: VACATION 2012

Cheat Codes
During the game, hold L1 + R1 + R2 and press SELECT; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):
Quick $10,000 Cash—Hold R1 + R2, press L1, Up, Down, Up, Down
Infinite Weapons—Hold L1 + R1, press Up, Down, Up, R2
Mega Guns Mode—Hold L1 + R1 + R2 + X, press Down
Invulnerable Mode—Hold L1 + R1, press Up, Down, Left, Right
Upgrade Weapons—Hold L1 + R1, press Left, Right, Left, Right
Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold L1 + L2 + R1 and press SELECT to deactivate all cheats.
Passwords
Access the password entry screen from the options menu and enter any of the following codes to unlock special feaures:
Enable Goliath—△, L1, R1, X, L2, L2
Enable Nightshade—R1, R2, L1, L1, X, O
Enable Helicopter—L1, △, R2, △, △, R1
Enable Alien Saucer—R1, □, X, □, L2, O
Access "Funtopia" stage (Challenge mode only)—X, O, L2, X, □, L1
Access "The Gulch" stage (Challenge mode only)—X, □, O, L1, L2, □
Battle Boss 1 (Challenge mode only)—O, R2, R1, □, L1, R2
Battle Boss 2 (Challenge mode only)—O, O, L2, L1, △, △
Infinite Jump—O, □, R2, X, △, R2
Infinite Turbo—□, X, O, △, R1, R2
Double Pickups—L1, L2, O, L1, R1, □
Increased Armor—R1, △, R1, △, L1, □
See *Duke Nukem: Time to Kill* movie—□, □, O, O, △, △

ROLL AWAY

Secret Codes
Each of the following codes can be entered at any time during the game (not while paused):
• Chess pattern background—L1, O, Left, Right, L2, Left, R2, R2
• Enable motion blur—Right, O, L2, O, R1, O, □, O
• Extra 30,000 points—□, Up, Down, L2, R1, △, X, △ (works only once per level)
• Temporary invincibility—Right, Down, L1, R2, R1, O, △, □
• 30 extra seconds in Time Trial mode—O, L1, △, △, O, X, △, Down (works only once per level)
• Warp to bonus stage—△, Up, △, L2, L1, L2, □, X

• Clear screen in bonus stage—**Right**, O, □, **L1**, □, O, O, □

ROSCO MCQUEEN FIREFIGHTER EXTREME

Passwords
Laundry 2—F L U F F Y
Laundry 3—S W E A T Y
Auto 1—H O T R O D
Auto 2—G R E A S E
Auto 3—B I G E N D
Harolds 1—S M E L L Y
Harolds 2—W I D E T V
Harolds 3—P I L L O W
Leisure 1—T R I C E P
Leisure 2—M O T I O N
Leisure 3—H I P H O P
Residential 1—K E N N E L
Residential 2—B A R R E L
Runaround—S P L A S H

RUSH HOUR

Cheat Codes
Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:
Four extra High Performance cars—**Up**, **Left**, **Right**, X, O, □
Bonus Track—X, **Up**, △, **Down**, **R1**, **L1**
Reverse Tracks option at Track Select screen + "Reverse Championship" option—**Left**, △, **R1**, O, **L1**,**Down**
Access "Super Championship" race mode—**Right**, □, **Left**, O, **Up**, X

SAN FRANCISCO RUSH

Secret Vehicles
Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:
• Hold △ to race in a U.F.O
• Hold **L1** to race in a pick-up truck
• Hold **R1** to race in a British sportster
When the race starts, you'll be driving the vehicle you chose.

S.C.A.R.S

Ultimate Password
Choose "Options" at the Game Select menu, then select "Settings" and use the **L1** and **R1** button to change the Password option to "A L L V I D". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

SHADOW MASTER

All Weapons
Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press **L1** + **L2** + **R1** + **R2** + O simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.
Invincibility
In the same room described above, after defeating the aliens inside, press **L1** + **L2** + **R1** + **R2** + X simultaneously. A blue light will appear to confirm the code; now you're completely invincible.
Stage Select
In the same room described above, after defeating the aliens inside, press **L1** + **L2** + **R1** + **R2** + △ simultaneously. A green light will appear to confirm the code. Now press **START** and exit the game; you'll find a stage-select option on the main menu.

SKELETON WARRIORS

Invincibility
At any time during the game, press **START** to pause, then press **Down**, O, □, □, **Up**, X. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

SKULLMONKEYS

Cheat Codes
Press **START** during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.

Maximum Bullets—**Down**, O, **Up**, **R2**, **Left**, △, **SELECT**, **SELECT**
Maximum Phart Heads—**R1**, **Left**, **Up**, **L1**, **L1**, □, **Right**, **SELECT**
Maximum Phoenix Hands—□, △, **R2**, **Left**, **SELECT**, O, △, **Right**
Maximum Universe Enemas—**Left**, △, **Right**, **Down**, △, **SELECT**, **SELECT**, **SELECT**
Maximum Super Willies—**R1**, **Left**, □, △, **L1**, △, **R2**, **SELECT**
Maximum 1970s Icons—**SELECT**, O, **Up**, **Left**, **Down**, **Up**, **Down**, □
Maximum Swirly Cues—**R1**, **Right**, O, **R2**, **R2**, □, **Right**, **SELECT**
Maximum of All Status Items (except 1970s icons and Swirly Qs)—**L1**, △, **Down**, **R1**, O, **Right**, **Up**, **SELECT**
Shield—**R2**, O, O, **Down**, **Left**, O, **Right**, **Down**
Clears "Pause" Screen—**L2**, **Left**, O, **R2**, **Down**, □, △, **Down**
Change Klaymen's Color—**L2**, O, O, **Left**, **SELECT**, **L2**, **Up**, **Down**
Psycho Klaymen—**Down**, **Right**, △, **L2**, **Up**, **Left**, △, **SELECT**
Slow-Motion Mode—**L1**, △, **Left**, **Down**, **R2**, △, **Left**, **SELECT**
Super Fast Klaymen—**Left**, □, **R2**, O, **R1**, **Down**, O, **R2**
Tiny Klaymen—**R1**, **Left**, □, △, **R1**, **Left**, □, △
Shoot Heads Instead of Bullets—**Down**, □, △, **Down**, **Down**, □, □, **Right**
Skip Current Sub-Level—△, **L1**, **L1**, □, **Right**, O, △, **Down**

SMALL SOLDIERS

Cheat Passwords
O, O, △, △, O, X, □, X—Invincibility
△, △, O, O, O, X, □, X—All Weapons
Stage Passwords
X, X, △, □, □, X, O, X—Gorgon
□, X, △, □, □, □, O, X—Dimensional Temple
O, X, △, □, □, O, O, X—Floating Fortress
△, X, △, □, □, △, O, X—Spirit Bog
X, □, △, □, □, X, △, X—Canyon Village
□, □, △, □, □, □, △, X—Creepy Caverns
O, □, △, □, □, O, △, X—Space Ship
△, □, △, □, △, △, △, X—Hall of Patriots
X, O, △, □, □, X, X, □—Graveyard
□, O, △, □, □, □, X, □—Nuclear Mine
O, O, △, □, □, O, X, □—Launch Center
△, O, △, □, □, △, X, □—Ulhaden Fier
X, △, △, □, □, X, □, □—Garrison
□, △, △, □, □, □, □, □—Inner Sanctum

SPEED RACER

Access All Cars
At the car-select screen, hold **L1** + **L2** + **R1** + **R2** + **SELECT** + **Down** and press △; now all of the cars in the game will be available.
Extra Camera Views
During a race, press **START**; while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.
Change the Time of Day
At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:
• Hold **L1** + **L2** to race in bright daylight
• Hold **R1** + **R2** to race at night
• Hold **L1** + **L2** + **R1** + **R2** to race at twilight

SPICE WORLD

Giant Spice
At the menu screen where your character walks across the globe, hold the **START** button and press O, □, O, □.
Hidden Messages
Also at the "globe" menu, hold the **START** button and press O, △, △, O. You'll see the code on the screen to confirm. Now hold **START** + **SELECT** and press O, O, O, O to see a hidden message. You can also try △, △, △, △ or □, □, □, □; repeat each code to turn the corresponding message off.
Handbag Code
At the globe menu, hold the **START** button and press □, △, O, △. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.
Naked Spice Code
At the globe menu, hold the **START** button and press O, △, △, O. Next, press **L1** + **L2** + **R1** + **R2** + **START** + **SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER: THE VIDEO GAME

Cheat Codes
Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:
• Refill Energy + Weapon Power-Up—Press △, X, X, X, O, X, □, △, X, △, O. Repeat whenever necessary.
• Change into a Flea—Press △, □, O, △. Repeat the same code to change back into the spider.

STAR WARS: DARK FORCES

Cheat Menu
At any time during gameplay—not while paused—carefully press **Left**, O, X, **Right**, O, X, **Down**, O, X. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

STAR WARS: MASTERS OF TERAS KASI

Secret Characters
To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu:
• To access Darth Vader, play as Luke Skywalker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
• To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
• To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.
• To access Jodo Kast, play the game in "Survival" mode and defeat seven or more characters.
• To access Mara Jade, set the game's difficulty to "Jedi" and hold **L1** + **L2** + **R1** while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.
Arena Select
Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

STAR WARS: REBEL ASSAULT II

Stage Passwords
Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence:
Easy Difficulty Level—X O X O X △
Medium Difficulty Level—X X △ O X △
Hard Difficulty Level—△ □ □ X △

STREET FIGHTER ALPHA

Secret Characters
To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered *very quickly*. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.
M. Bison (Player 1)—Hold the **L2** button and press **Left**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, then □ + △ simultaneously.
M. Bison (Player 1)—Hold the **L2** button and press **Right**, **Right**, **Down**, **Down**, **Right**, **Down**, **Down**, then □ + △ simultaneously.
To choose the alternate-color Bison, end the code by pressing X + O simultaneously instead of □ + △.
Akuma (Player 1)—Hold the **L2** button and press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, then □ + △ simultaneously.
Player 2—Hold the **L2** button and press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, then □ + △ simultaneously.
To choose the alternate-color Akuma, end the code by pressing X + O simultaneously instead of □ + △.
Dan (both players)—Hold the **L2** and **R2** buttons and press △, □, X, O, △.
To choose the alternate-color Dan, hold **L2** and **R2** and press △, O, X, □, △.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li
At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the **SELECT** button for at least three seconds, then press any button to choose her before releasing **SELECT**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.
Play as "Shin" (True) Akuma
At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the **SELECT** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold **SELECT** for one second, then press an action button to choose Akuma before releasing **SELECT**. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down**, **Right**, **Right**, **Down**, **Left**, **Down**, **Left**, **Down**, **Right**, **Right**.
Fight Against "Shin" (True) Akuma
Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not reappear.
Mid-Level Bosses
Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.
Choose a Victory Pose
After you defeat your opponent—but before the "K.O." symbol appears—hold the **SELECT** button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma
At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match up screen. You're playing as Akuma.
Super Street Fighter II Turbo: Play Against Akuma
Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.
Super Street Fighter II Turbo: Remove Super Meter
At the character-select screen, choose your fighter with the □ (Jab) button, then release □ and quickly enter one of the following codes before the airplane flies across the map: For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press **Left** and **Right** repeatedly on the D-pad while repeatedly tapping □
For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeatedly on the D-pad while repeatedly tapping □
If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.
Street Fighter Alpha 2 Gold: Play as Cammy
To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the **START** button twice.

Street Fighter Alpha 2 Gold: Alternate Characters

• To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.

• If you press **START** twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.

• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press **START** five times.

STREET FIGHTER EX PLUS α

Hidden Characters

At the Mode Select Screen, highlight "Practice" and press **SELECT**, **Up**, **Right**, **Down**, **Right**, **SELECT**. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.

Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press **SELECT**, **Up**, **Up**, **Right**, **Up**, **Right**, **Up**, **SELECT**. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original *Street Fighter II*.

SUPER PUZZLE FIGHTER II TURBO

Play Against Devlot

To play against Devilot in a one-player game, you must accomplish five different things:

1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.
5. Reach Stage 7 without using any continues.

Play Against Dan

To play against Dan in a one-player game, you must accomplish five different things:

1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

Secret Characters

Each of the following codes works at the character-select screen in all modes except Street puzzle mode.

Akuma (Player 1)—Highlight Morrigan, hold **SELECT**, press **Down**, **Down**, **Down**, **Left**, **Left**, **Left**, ○

Akuma (Player 2)—Highlight Felicia, hold **SELECT**, press **Down**, **Down**, **Down**, **Right**, **Right**, **Right**, ○

Devilot (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold **SELECT**, press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, ○

Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, **Left**, ○

Anita (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, **Right**, ○

Anita (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, ○

Stage Select

In Vs. Mode, choose your character, then hold **L2** + **R2** + **SELECT** and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage:

Donovan's stage—Press ○
Hsien-Ko's stage—Press ×
Sakura's stage—Press △
Felicia's stage—Press □
Akuma's stage—Press **L1**
Devilot's stage—Press **R1**
Morrigan's stage—Press **Up**
Chun-Li's stage—Press **Down**
Ryu's stage—Press **Left**
Ken's stage—Press **Right**
Dan's stage—Don't press any button

SYPHON FILTER

All Weapons + Infinite Ammo

During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right** + **L2** + **R2** + □ + ○ and press ×.

Stage Select

During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left** + **L1** + **R1** + **SELECT** + □ and press ×.

Movie Theater

In the first stage, go to the movie theater and stand in the doorway, then press **START** to pause. Highlight "Map" at the pause menu, then hold **Right** + **L2** + **R1** and press ×. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.

Hard Difficulty

At the title screen, highlight "New Game," hold **Left** + **L1** + **R2** + **SELECT** + □ + ○ and press ×.

T'AI FU: WRATH OF THE TIGER

Map Cheat Codes

To use the following cheat codes, you must finish at least one level of the game in order to access the map screen that appears between levels. Each of the following codes can be entered at the map screen (Note: Codes must be entered quickly):

• Level Select Debug Menu—Press **R2**, △, **R2**, △, ○, **Down**, □, to allow cheats, then press **R2**, △, **R2**, △, ○, □, **Down**, △, **Up**, **Right**, **Left**, **Down**, **Up**, **L1**

• Story Mode Debug Menu—Press **R2**, △, **R2**, △, ○, **Down**, □, to allow cheats, then press **R2**, △, **R2**, △, □, ○, **Down**, △, **Up**, **Left**, **Right**, **Down**, **Up**, **L2**

• View Credits—Press **R2**, △, **R2**, △, ○, **Down**, □, to allow cheats, then press **R2**, △, **R2**, △, **Down**, □, ○, △, **Up**, **Down**, **Left**, **Right**, **Up**, **R1**

In-Game Cheats

At any time during gameplay—not while paused—press **R2**, △, **R2**, △, ○, ×, □ to enable cheats; once you've received a confirming message, you can enter any of the following codes for different effects:

• Refill Chi—**R2**, △, **R2**, △, **Left**, **Right**, □
• Refill health—**R2**, △, **R2**, △, **Left**, **Right**, ○
• Nine lives—**R2**, △, **R2**, △, **Left**, **Right**, ×
• Temporary invincibility—**R2**, △, **R2**, △, **Left**, **Right**, **R2**
• Half Size Enemies—**R2**, △, **R2**, △, **Left**, **Right**, **Down**
• Double Size Enemies—**R2**, △, **R2**, △, **Left**, **Right**, **Up**

TENCHU: STEALTH ASSASSINS

Restore Health

Press **START** during the game to pause, then press **Left**, **Left**, **Down**, **Down**, □, □, △, □ to refill your energy.

Increase Item Capacity to 99

At the item select screen, hold **L1** and press **Left**, **Left**, **Down**, **Down**, □, □, △, □.

Unlock All Secret Ninja Tools

At the item select screen, hold **R1** and press **Left**, **Left**, **Down**, **Down**, □, □, △, ○.

Increase Item Inventory

At the item select screen, hold **L2** and press **Left**, **Left**, **Down**, **Down**, □, □, △, ×.

Ayame's Sexy Armor

At the item select screen, press **Left**, **Left**, **Down**, **Down**, □, □, △, ○.

Enable Japanese Voice-Over

At the "Select Stage" screen, hold **L1** and press **Left**, **Left**, **Down**, **Down**, □, □, △, ○.

Enable Enemy Layout Selection Screen

At the "Select Stage" screen, Hold **R1** and press **Left**, **Left**, **Down**, **Down**, □, □, △, ×.

Debug Mode

At any time during the game, press **START** to pause, then hold **L1** + **R2** and press **Up**, △, **Down**, ×, **Left**, □, **Right**, ○. Next, release **L1** + **R2** and press **L1**, **R1**, **L2**, **R2**, then press **START** to unpause. Now you can call up a programmers debug menu at any time during the game by pressing **L2** + **R2**. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

TEST DRIVE S

Secret Codes

Each of the following passwords can be entered as your name at the High Score screen in order to unlock different features:

N O L I F E—Enable three bonus cars in Single Race mode
V R S I X—Enable Cop Chase mode
R O N E—Unlock all hidden cars
A U X Y R A Y—Access a secret Fear Factory music video for the song "Replica"

TEST DRIVE OFF-ROAD 2

Unlock All Cars and Tracks

At the main menu, hold **SELECT** and press **L1**, **Left**, **L2**, **Right**, **L2**, **Left**, **L1**, **L1**.

Secret Cars

At the transmission selection screen in "Single Race" or "World Tour" mode, enter any of the following codes to play as secret vehicles:

School Bus—Hold **SELECT**, press **L1**, **Up**, **L2**, **Down**, **Down**, **L2**, **L2**, **R2**
Ice Cream Truck—Hold **SELECT**, press **R2**, **L2**, **L2**, **Down**, **Down**, **L2**, **L2**, **R1**
Black Widow Truck—Hold **SELECT**, press **R1**, **L2**, **L2**, **Down**, **Down**, **Up**, **L2**, **L1**

TIGER WOODS 99 PGA TOUR GOLF

Blow Up Golf Cart

Select "Driving" at the Practice Facility. If you hit the golf cart three times, it will explode.

TIME CRISIS

Secret Cheat Menu

At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time Crisis* logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload ("Shot=Free").

TOCA CHAMPIONSHIP RACING

Secret Codes

Enter any of the following code names at the "Enter Name" screen to unlock different features; you'll hear a voice say, "Cheat mode enabled!" each time you enter a code. Note: Some of the codes may conflict with other codes; for example, the "starry sky" code seems to override the "cartoon background" code, among others. If you want to clear a code, just turn the PlayStation off and start over.

• Enter "J H A M M O" to unlock all tracks, including the bonus track
• Enter "P A T S C R E E M" to access "TOCA Showdown" mode from the Race Menu
• Enter "C M N O H I T S" to disable the game's collision detection (cars can drive right through one another)
• Enter "C M S T A R S" for a starry sky background
• Enter "C M T O O N" for a cartoon background
• Enter "C M D I S C O" to get multicolored fog when the weather is set to "Foggy"
• Enter "C M R A I N U P" to make the rain fall up when the weather is set to "Rain"
• Enter "C M C O P T E R" for a new helicopter camera angle (but not the kind you'd expect)
• Enter "C M G A R A G E" to unlock the secret vehicle, a tank (press ○ to fire its guns)
• Enter "C M M I C R O" to play in "*Micro Machines* mode" with an overhead view
• Enter "X B O O S T M E" to greatly increase the game's speed
• Enter "C M C H U N" to remove the dashboard and windshield from the in-car camera angle

TOMB RAIDER

Stage Skip

During the game, press **SELECT** to access the inventory screen, then press **L2**, **R2**, **L1**, ○, △, **L1**, **R2**, **L2**. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.

Access All Weapons

During the game, press **SELECT** to access the inventory screen, then press **L1**, △, **R2**, **L2**, **L2**, **R2**, ○, **L1**. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press **Down** at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game.

TOMB RAIDER II

Exploding Lara

Using the **R1** button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will explode!

All Weapons & Items

Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.

Level Skip

Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current level.

TOMB RAIDER III

Bonus Level

If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.

Secret Room

To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes.

Cheat Codes

These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:

• All Weapons, Items & Ammo—**L2**, **R2**, **R2**, **L2**, **L2**, **L2**, **R2**, **L2**, **R2**, **R2**, **L2**, **R2**, **L2**, **R2**, **L2**, **L2**, **R2**. Lara will scream if you've entered the code correctly.
• Level Skip—**L2**, **R2**, **L2**, **L2**, **R2**, **L2**, **R2**, **L2**, **R2**, **L2**, **L2**, **L2**, **L2**, **R2**, **L2**, **R2**, **R2**, **R2**, **L2**. Lara will say "No" if you enter the code correctly.
• All Secrets—**L2**, **L2**, **L2**, **L2**, **L2**, **R2**, **L2**, **L2**, **R2**, **L2**, **R2**, **L2**, **L2**, **R2**, **L2**, **L2**, **R2**, **L2**, **L2**. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
• Racetrack Key (in Lara's Home)—**R2**, **L2**, **L2**, **R2**, **L2**, **L2**, **L2**, **L2**, **L2**, **R2**, **L2**, **L2**, **L2**, **L2**, **R2**, **L2**, **L2**. Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
• Refill Health—**R2**, **R2**, **L2**, **R2**, **L2**, **L2**, **L2**, **L2**, **L2**, **R2**, **L2**, **L2**, **L2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**. You'll hear Lara wince when you enter this code correctly.

TRAP GUNNER

Secret Codes

At the title screen, enter any of the following codes to unlock different features. You'll hear a sound to confirm each code:

Alternate background music—○, **R2**, **R1**, △, ×, □, **Right**, **L2**, **L1**, **Up**, **Down**, **Left**
Bonus Character—**L2**, **L1**, **Up**, **Left**, **Down**, **Right**, □, ×, ○, △, **R1**, **R2**
Alternate Costumes—**R2**, **R1**, △, ○, ×, □, **Right**, **Down**, **Left**, **Up**, **L1**, **L2**
Extra Level—Press **SELECT** 12 times
Change Traps—**L2**, **R2**, **L1**, **R1**, **Up**, △, **Left**, **Right**, □, ○, **Down**, ×

TREASURES OF THE DEEP

Complete Code Collection

Each of these codes must be entered while the game is paused. Note that most of these codes can be deactivated; just enter the same code a second time to switch it off.

• Refill air & health—**Down**, ×, **Left**, □, **Up**,

Up, △, △, Right, Right, O, O, Up, Down, Left, Right, X, X
• Infinite air—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, △, O, X, □, Up, Right, Down, Left
• Infinite health—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, △, △, X, X
• Max continues—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, R2, R2, R2, L2, L2, L2
• Turbo speed—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, R1, R2, R1, R2, R1, R2
• All equipment—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2
• All weapons—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, L2, L2, L2, L2
• Reveal entire map—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, □, X, O, X, O, □
• Open all doors—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, X, O, △, □
• Disable currents—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, R1, L1, L2, R2, X
• Extra $2,000,000 gold—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, R1, R2, L1, L2, R1, R2, L1, L2
• Get Atlantis tablet piece for current stage—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, L1, L2, L1, L2, □, O
• Complete current mission—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, △, △, △, Down, Down, Down
• Access all missions—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, Down, Right, Up, Left, △, X
• All missions complete—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, □, X, X, X, □, △, △, △, □, X, X, X
• Extra time in Shark Attack bonus stage—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, L2, L2, L2, R1, R1, R1, R2, L1

TRIPLE PLAY 2000

Camera Control
During a game, hold **L1 + L2 + R1 + R2** and press **Right, Left, Up, Down, Right, Left**. Now you can control the camera with the D-pad and buttons to look anywhere in the stadium.

TWISTED METAL

Cheat Passwords
To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.
O △ □ O O—Warehouse District Warfare
X □ □ O △—Freeway Free For All
X △ △ O □—River Park Rumble
X □ △ △ △—Assault on Cyburbia
□ △ X O X—Rooftop Combat—The Final Battle
△ X O □ △—Battle with Minion
□ △ O □ □—Secret Level: The Fight of Your Life
△ _ □ O O—Infinite Weapons
□ △ X _—Invincibility
O O △ X _—Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes
Each of the following codes can be entered at any time during the game (but not while paused):
Mega Machine Guns—Hold **R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Invincibility—Hold **L1 + R1**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Infinite Weapons + Turbo—Hold **L2 + R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Note: If you hold **L1 + L2 + R1 + R2** and press **Up, Down, Left, Right, Right, Left, Down, Up**, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with **L1** and **R1** held down, then enter the "God Mode" code with all four **L** and **R** buttons, you will get infinite weapons and turbo but the Invincibility will be turned off.
Homing Napalms
If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with **L1** or **R1**, then hold **L2** and press **Up, Down, Down, Left, Left, Left, Right, Right**. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.
Advanced Attacks
These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.
Napalm—**Right, Left, Up**
Freeze Burst—**Left, Right, Up**
Drop Mine—**Right, Left, Down**
Rear Attack—**Left, Right, Down**
Shield—**Up, Up, Right**
High Jump—**Up, Up, Left**
Invisibility—**Right, Down, Left, Up**
Sell Your Soul
If you're low on health, quickly press **Down, Up, Right, Left, Up, Up, Down, Down** during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.
Minion Special
To fire Minion's special weapon—regardless of which vehicle you're driving—hold the machine gun button (default=**R2**) and quickly press **Up, Down, Up, Up**. This only works when your Advanced Attack Energy bar is full.
Secret Vehicles
At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:
Sweet Tooth—**Up, L1, △, Right**
Minion—**L1, Up, Down, Left**
Secret Stages
At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.
"Assault on Cyburbia" stage from *Twisted Metal*—**Down, Up, L1, R1**
"Rooftop Combat" stage from *Twisted Metal*—**Down, Left, R1, Down**
"Suicide Swamp" stage from *Jet Moto*—**Up, Down, Right, R1**

TWISTED METAL III

God Mode
At any time during gameplay (not while paused), quickly press **Up, Down, Up, Up, O, Right, △, □, Up, Down, L2**.
Temporary Invisibility
At any time during gameplay (not while paused), quickly press **Up, Down, Left, Right**.
Cheat Passwords
L1, L1, R1, R1, R1—Infinite Special Weapons
↑, ↑, ↑, ←, ←—Access Warehouse level in Deathmatch mode
O, O, **L1, L1, START**—Play as Sweet Tooth in Tournament mode
→, →, →, ←, ←—Play as Sweet Tooth in Deathmatch mode
↑, START, ↓, L1, □—Play as Minion in Tournament mode
←, ←, ←, →, →—Play as Minion in Deathmatch mode
START, START, START, START, START—Unlock memory card save option

VIGILANTE 8

Cheat Passwords
Choose "Options" from the main menu, then select "Game Status," press O to call up the passcode menu, then enter any of the following cheat codes:
W M N N W L H T S C U C L H—Unlock all secret characters and levels
M O N S T E R _ W H E E L S—Wheels are double size
S A M E _ C H A R A C T E R—In two-player mode, both characters can use the same vehicle
R E D U C E _ G R A V I T Y—Less gravity
G O _ S I G H T S E E I N G—No enemies in Arcade mode
I _ W I L L _ N O T _ D I E—Invincibility
H A R D E S T _ O F _ A L L—More difficult enemies
D E A D L Y _ M I S S I L E—Enemies start with secondary weapons

VR SPORTS POWERBOAT RACING

Secret Codes
Enter one of the following names at the "Name Entry" menu to get different effects as follows:
DEFORM—Gives the racers huge heads
LARGE—Gives the boats huge motors
COMPACT—Makes the boats super tiny
LONGONE—Makes the boats longer
SPEEEED—Makes your boat faster
HELP.ME—Turbo power-ups will be scattered throughout the courses; pick them up for extra speed

WARCRAFT II: THE DARK SAGA

Cheat Passwords
Press **START** to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.
N T T C L N S—Instant mission victory
Y P T F L W R M—Instant mission loss
T S G D D Y T D—Enable "god mode"
G L T T R N G—Extra gold
H T C H T X N S—Extra lumber
V L D Z—Extra oil
V R Y L T T L—Extra magic Mana
D C K M T—Upgrades
N S C R N—Show entire map
M K T S—Fast building
T H R C N B N L—Instant scenario victory
N V R W N N R—Game never ends

WCW NITRO

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**; you'll hear a sound to confirm the code. Now you have access to 48 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT** to advance through the list (or **L1, L2, L1, L2, SELECT** to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.
Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.
• Big Head—**R1, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, R1, SELECT**
• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R1, SELECT**
• Swelling Head—**L1, L1, L1, L1, L1, L1, L1, L2, L2, SELECT** (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.
Secret Arenas
At the options menu, highlight "Ring", instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT**, then press **SELECT** repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more.
Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.
• Big Head—**R1, R1, R1, R1, R1, R1, R2, SELECT**
• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R1, SELECT**

WILD 9

Cheat Codes
Each of the following cheats can be entered while the game is paused:
• Red Beam—**Right, Up, Left, O, Up, O, O**
• Restore Energy—**R1, △, L1, Left, △, O, X**
• 10 Grenades—**R1, X, R1, Right, □, Right, □**
• 10 Missiles—**X, O, R1, Right, △, X, △**
• Open all Levels—**Up, Left, Down, R2, Right, □, X** (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)

WIPEOUT XL

Secret Team
At the main menu, hold **L1 + R1 + SELECT** and press X, X, X, X, O, △, □. The Piranha team will become available at the Team menu.
Access All Tracks
At the main menu, hold **L1 + R1 + SELECT** and press □, O, △, O, □. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold **L1 + R1 + SELECT** and press △, △, △, O, O, O.)
Infinite Energy
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, X, □, O, △, X, □, O.
Infinite Time
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, □, O, X, △, □, O, X.
Infinite Weapons
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press X, X, □, □, O, O, △.
Mini-Gun
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press □, O, X, □, O, X, △.
Passwords
Enter the following passwords to access two new Race Type options:
Challenge I—□ O □ △ O △ △ O □ □ □ △ X □
Challenge II—□ O □ △ O △ X □ X △ △ △ X O O
Funny Ships
Turn the PlayStation on and hold **L1 + R2 + SELECT + START** until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

X GAMES PRO BOARDER

Secret Passwords
X O X △ △ □—Unlock all normal circuits
△ X □ X △ O—Play as Ollie B
△ X □ X △ O—Unlock Super Circuit and extra boarders

X-MEN VS. STREET FIGHTER

Secret Options Menu
At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press △, △, **Right**, O, **L1**; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:
• "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs. Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1 + R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.
• If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.
Play as Apocalypse
First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:
→ ↓ ↘ + Punch—Ground Pound
↓ ↘ → + Medium Punch—Shoulder Rockets
↓ ↘ → ↗ + Fierce Punch—Drill
↓ ↘ → ↓ ↘ → + any button—Mace
Alternate Chun-Li Costume
Highlight Chun-Li at the character-select screen, hold the **SELECT** button and press any action button to choose her. Chun-Li will appear in her *Street Fighter Alpha* costume.

A BUG'S LIFE
Passwords
Level 2—9 L K K
Bonus Level—B L 2 6
Level 3—S P 9 K
Level 4—6 6 5 2
Level 5—B K K 2
Level 6—2 P L B
Level 7—6 5 6 2
Level 8—L 5 9 B

ADVENTURE ISLAND
Stage Select
At the title screen, after Higgins gets hit by the coconut, press **Right, Left, Right, Left, A, B, A, B** to access a stage-select menu.
Power-Ups
At the title screen, enter 0894 as your password. You will have 99 of each item.

AMAZING PENGUIN
Password
Level 37—9 1 6 3 2 8

A'MAZING TATER
Password
Floor 3—Y B T F S Z Z F T 2

ATOMIC PUNK
Password
Stage 50—B 0 M N D P B L 3 N C B 3 L 2 H 2 D J J

AVENGING SPIRIT
Hard Mode
At the title screen, push Up, **A**, and **B** at the same time—you'll hear a tone to confirm the code. Press **START** to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

BATMAN
Sound Test
At the title screen, hold the D-pad in the **Up/Right** position and press **START** to access a sound test menu.

BATTLE ARENA TOSHINDEN
Text Debug Mode
When the Takara logo appears at the start of the game, press **B, A, Left, Right, B, A, Down, Up, B, A.** You'll hear a signal to confirm and you'll be sent to a secret menu where you can read all of the text that appears in the game.
Boss Code
After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press **Up, Down, A, B, Right, Left, A, B.** You'll hear a signal to confirm; now you'll have four additional boss characters to choose from.

BATTLE UNIT ZEOTH
Stage Select + Invincibility
At the title screen, hold **Down** on the D-pad and press **A + B** simultaneously; you'll hear a chime to confirm, but the music may be pretty loud so you'll have to listen carefully. If you do this once, you'll start at Stage 1 with invincibility. If you enter the code repeatedly, you'll start at different stages depending on how many chimes you hear; e.g. if you hear two chimes, you'll start at Stage 2 with invincibility, etc. If you enter the code six times and get six chimes, you'll warp directly to the game's ending sequence.

BATTLETOADS IN RAGNAROK'S WORLD
Five Extra Toads
At the title screen, hold **Down, A** and **B**, then press **START**. You'll start the game with five lives instead of three

BILL & TED'S EXCELLENT ADVENTURE
Passwords
Adventure 2: New Mexico 1879, 555-4239
Adventure 3: Ancient Greece 410 BC, 555-6767
Adventure 4: Medieval England 1456, 555-8942
Adventure 5: San Dimas 1,000,000 BC, 555-4118
Adventure 6: Shopping Mall, 555-8471
Adventure 7: School Room, 555-2989

BIONIC COMMANDO
Re-equip
To return to the skies to re-equip, hold **START**, then press **A** and **B** simultaneously.
Password to Final Boss
●—B1, E1, F1, F2, C3, F3, A4, D4, E4
▲—A2, D2, A3, E3, B4, F4
■—A1, C1, D1, B2, E2, B3

BLADES OF STEEL
Sound Test
At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START.**

BOOMER'S ADVENTURE IN ASMIK WORLD
Stage Select
Enter the password ANCIENT to access a stage-select menu.

BOXXLE
Passwords
Level 1, Room 10—B ✦ X W
Level 2, Room 10—D ✦ X X
Level 3, Room 10—G ✦ X Y
Level 4, Room 10—H ✦ X 2
Level 5, Room 10—J ✦ X 1
Level 6, Room 10—K ✦ X 2
Level 7, Room 10—L ✦ X 0
Level 8, Room 10—M ✦ X 1
Level 9, Room 10—N ✦ X 2
Level 10, Room 10—P ✦ X 3
Level 11, Room 8—Q ✦ X T
See the Credits
At the title screen, hold **Up + A + B** until the names appear.

BOXXLE II
Password
Fifth Floor—0 K 8 4

BUBBLE BOBBLE
Password
Round 100—K Z 5 J

BUBBLE BOBBLE PART 2
Stage Select
Enter ▶ 5 ▶ V as your password, then press **START**. A stage-select menu will appear.

THE BUGS BUNNY CRAZY CASTLE
Passwords
Level 73—W 3 R 2
Level 74—W 1 F 2
Level 75—X 3 J 2
Level 76—X 1 K 2
Level 77—W E M 2
Level 78—W H C 2
Level 79—X E A 2
Level 80—X H O 2

THE BUGS BUNNY CRAZY CASTLE 2
Passwords
Level 20—U N I T
Level 21—S O N G
Level 22—T Y R E
Level 23—L O V E
Level 24—N O T E
Level 25—J A Z Z
Level 26—H E L P
Level 27—K I N G
Level 28—G I F T

BUGS BUNNY CRAZY CASTLE 3
Garden Passwords
Stage 5—S T B X 4 R
Stage 10—L 4 B X 4 N
Stage 15—4 2 B 2 G 8
Hall Passwords
Stage 16—G H B 2 4 8
Stage 20—3 9 8 V 4 ●
Stage 25—7 Y S V G T
Stage 30—V D S 8 G T
Basement Passwords
Stage 31—Z 8 S 2 4 C
Stage 35—F M X X G I
Stage 40—T J X V 8 K
Stage 45—D S L 2 8 6
Treasury Passwords
Stage 46—8 C L V D J
Stage 50—7 D L 8 8 9
Stage 55—R 3 L V D R
Stage 60—9 9 L 8 D H

BUBAI FIGHTER DELUXE
Passwords
Stage 2—H G K M
Stage 3—C P F G
Stage 4—J J C M
Stage 5—D K L F

CARROT CRAZY
Stage Skip
Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage.

CASTLEVANIA II: BELMONT'S REVENGE
Start with 9 Lives
Enter the password Candle, Candle, Heart, Heart.
Hard Mode
Enter the password Blank, Eyeball, Blank, Eyeball.
Sound Test
Enter the password Heart, Heart, Heart, Heart.

CHASE H.Q.
Stage Select
At the title screen, hold **Down, A** and **B** and press **START**. Use the **A** and **B** buttons to change your starting stage.

CHOPLIFTER II
Passwords
Sector 2, Level 2—B Y M S F W R
Sector 2, Level 3—R G H T H N D
Sector 3, Level 1—G D G M P L Y
Sector 3, Level 2—T R Y H R D R
Sector 3, Level 3—S P R Y S K S
Sector 4, Level 1—C M P T R W Z
Sector 4, Level 2—C H P Y B Y S
Sector 4, Level 3—V R Y H P P Y
Sector 5, Level 1—G M B Y Q Z D
Sector 5, Level 2—L V L Y T T Z
Sector 5, Level 3—G D D Y G M Z

COLLEGE SLAM
Power-Up Codes
Perform each of the following cheats at the "Tonight's Match-Up" screen.
Shot Percentage display: Press **Down, B, Up, Up** and **Down.**
Powerup 3-Pointers: Press **Down, Up, Up, Down, Left, Right, Left.**

CONTRA: THE ALIEN WARS
Stage Skip
Enter the password H2F2, then start the game. When you want to skip a stage, press **START**; instead of activating the "pause" feature, you'll be warped to the next stage.

DAEDALIAN OPUS
Stage Select
Enter the password "ZEAL" to access a stage-select menu.

DICK TRACY
Passwords
Stage 2—4 9 7 3 0
Stage 3—6 4 6 0 8
Stage 4—5 9 7 1 5
Stage 5—5 6 1 1 5

DONKEY KONG LAND II
47 Kremcoins
At the "Select Game" screen, highlight a saved game file, hold **Left** or **Right** on the D-pad and press **A, B, A, B, A, B** repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any Kiosk.

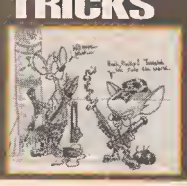
DRAGONHEART
Passwords
Stage 2—B C D L S T
Stage 3—D C L T S B
Stage 4—L C T B S D
Stage 5—C B L S B T
Stage 6—T T S C D C
Stage 7—S D C D T S
Stage 8—8 V D V S C

ELEVATOR ACTION
Bonus
When you open the doors marked with a "?" and leave, you end up with an item that appears to have been randomly chosen. The item you receive is determined by the hundreds digit of your score. Below is a list of what your prize will be if you enter a Question Mark Door:
Digit 0 or 1: Shotgun
Digit 2 or 3: Machine Gun
Digit 4 or 5: Pistol
Digit 6 or 7: Grenade
Digit 8 or 9: Heart

EXTRA BASES
Password
Start with 7-0 Record—2 C C Z

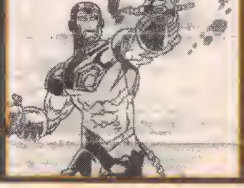
FACEBALL 2000
Secret Rooms/Level Warps
When you find the exit in the first level of the Cyberscape game, shoot the exit five times; you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to levels 10, 15, 20 and 25.
If you shoot at the nine lives pod three times, it will change into a key; grab it and the west wall of the secret room will open to reveal another room with a speedup pod, an automap pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninja in this room, though.)
Note that the armor pod did not disappear when you took armor from it. Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp door to your right: that's the exit to level 40.) Shoot the south wall once, then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key

TIPS & TRICKS Reader Art Gallery


by Bryan Seroggins, Richton, MS

by Kenneth Roberson, Houston, TX

by Bob Consoletti, Jr., Milford, MA


by Tristan Auseria, Garden Grove, CA

that opens the south wall and a third secret area with two ninjas. Defeat them to find an automag pod, an armor pod and warps to levels 45, 50 and 55.
Next, go to the southeast corner of this room, shoot the east wall, then touch it. Now go back to the automag pod and touch it three times; it will turn into a key that will open the east wall in the corner, which leads to yet another secret room. Inside are automag, speedup and armor pods as well as three more ninjas and warps to levels 60 and 65.
Finally, check out the east wall of this newest room. Stand near the center of the wall and move slightly to the left; now touch this part of the wall five times and shoot it once to open a secret door that leads to the final part of the first level. Just inside the door is a warp to level 70, but there are also four ninjas waiting for you.

THE FINAL FANTASY LEGEND

Sound Test
At the title screen, press **SELECT + START + B** and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

FINAL FANTASY LEGEND II

Sound Test
At the title screen, hold **SELECT + B** and press **START.**

FIST OF THE NORTH STAR

Password
Last Stage—X K P 7 2 Q N V H R J G U S

GAME & WATCH GALLERY

Reset Cartridge Memory
At the title screen, don't press **Up, Up, Down, Down, Left, Left, Right, Right**. If you do, you'll lose all of your high scores and saved milestones.

GAME BOY CAMERA

Secret Game
Play the *Space Fever II* game until you achieve a score of 2,000 points or more. The next time you play *Space Fever II*, a new "?" option will appear between the *Ball* and "DJ" items; shoot this object to play a secret game called *Run! Run! Run!*; if you win the race, press the A button rapidly to raise the flag at the victory screen. Earning 2,000 points in *Space Fever II* also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits seguence.
Secret Photos
To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):
• Page B3, photo 1—Shoot at least 60 photos.
• Page B3, photo 2—Delete at least 60 photos.
• Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.
• Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol ♂ at the User Name screen.
• Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ♀ at the User Name screen.
• Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.
• Page B3, photo 7—Get a score of 3,000 points or more in the *Space Fever II* mini-game.
• Page B3, photo 8—Get a score of 5,000 points or more in the *Space Fever II* mini-game.
• Page B4, photo 1—Get a score of 7,000 points or more in the *Space Fever II* mini-game.
• Page B4, photo 2—Get a score of 500 points or more in the Ball mini-game.
• Page B4, photo 3—Get a score of 700 points or more in the *Ball* mini-game.
• Page B4, photo 4—Get a score of 1,000 points or more in the *Ball* mini-game.
• Page B4, photo 5—Get a time of 17 seconds or less in the *Run! Run! Run!* mini-game.
• Page B4, photo 6—Get a time of 16 seconds or less in the *Run! Run! Run!* mini-game.
Secret DJ Options
Each of the following tricks works in DJ mode when your character is on the screen:
• If you highlight "SE" and tap **Right** on the D-pad, the song will restart from the beginning. Try tapping **Right** repeatedly to "stutter" the first note.
• If you highlight "SE" and hold the D-pad diagonally in the **Up/Right** position, the music will be temporarily transposed into a higher register. Likewise, if you hold **Down/Right**, the music will change to a lower key.
• If you highlight "Tempo" and hold **Left** on the D-pad, the music will play in reverse.
Print DJ Music
First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press **SELECT** to access the "Trippy-H" synthesiser screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the **START** button and press **A**. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends.
Flip the Stamps
When using the "Stamp" function, position any stamp on the photo and continue to hold the **A** button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the **A** button at the right time, the stamp will remain flipped over on the screen.
Change Speed
At the title screen, hold **Up** to make Mario dance faster or **Down** to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing **Up** or **Down**.

GAME BOY PRINTER

Secret Message
Press and hold the **FEED** button when you turn the Game Boy Printer on. You can release the **FEED** button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GAME GENIE

Flip Characters
At the code screen, press **A, Left, Left, A, B, Right, Right, B**. The letters and numbers at the code input screen will flip over. Enter the same code again to return the code screen to normal.
Secret Messages
To read secret messages from the Game Genie designers, enter any of the following codes at the code screen:
• **Up, Down, Left, Right**
• **Right, Up, Down, Up, Left, Up, Down, Up**
• **B, A, B, Right, Left, Down, Up**
• **A, A, A, A, B, B, B, START**
• **Right, Left, Right, Left, Down, Down, Up, Up**
• **A, B, A, B, A, A, SELECT**
• **B, A, Left, Right, SELECT**
• **Up, Up, A, B, A, Down, Down**

GARGOYLE'S QUEST

Password
Final stage—S W X E · C B F J

GEX: ENTER THE GECKO

Password
Choose "Password" from the main menu and enter the following code:
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↑ ⇨ ⇦
⇦ ↓ ↓ → ⇨
This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the **B** button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold A instead.

GODZILLA

Sound Test
Start a new game, then hold **A + B + START** and press **SELECT** to find a sound test menu.
Password
Final level—J X R B 7 K & 9 4 B H P D 3 2 # J N

THE HUNT FOR RED OCTOBER

Stage Select
At the title screen, press **B, SELECT**, Left, **Right, START** to access a stage-select menu.
Start With 25 Missiles
At the map screen, while your course is being shown, hold **A + B** and press **Up**, **Down** to start that stage with extra missiles.
Start With 25 Subs
At the map screen, while your course is being shown, hold **A + B** and press **SELECT, Up, Down** to start with extra submarines.

IRON MAN/X-O MANOWAR IN HEAVY METAL

Passwords
Stage 1—T Y C K P Q
Stage 2—T J Y P D F
Stage 3—Z X C V B M
Stage 4—K D Z C P L
Stage 5—M G H Q Z S
Stage 6—S P L H R J
Stage 7—Y P M B C K
Stage 8—S D W Z C M
Stage 9—D P W M Q Z
Stage 10—L K L P D X
Stage 11—X C S Q S S
Stage 12—M P Q P R Y
Stage 13—J K R T S C
Stage 14—D X C M G H
Stage 15—L P J K H X

JAMES BOND 007

Mini-Games
To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

JUDGE DREDD

Stage Select
At the title screen, press **A, Left, Right, Left, Right, B**, then press **START**. A stage-select menu will appear.

THE JUNGLE BOOK

Cheat Menu
Press **SELECT** to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 1B, 17, 16 and 15. A top-secret cheat menu will appear.

JURASSIC PARK

Stage Skip
When the title screen fades and the T-Rex opens his mouth, press Up, Down, **Left, Up**, **Down**, Right and **SELECT**. Repeat the whole sequence again, then press **START** to begin. Anytime during the game, hold **START**, then press **SELECT** to skip to the next stage.

KILLER INSTINCT

Boss Code
Choose any character; then, at the match-up screen just before the fight starts, hold **Right** and quickly press **SELECT, START, B, A.**

THE KING OF FIGHTERS '95

Secret Codes
When the Takara logo appears at the beginning of the game, press the **SELECT** button repeatedly for different effects as follows:
• Press **SELECT** three times to access two hidden characters, Saisyu and Rugal.
• Press **SELECT** 20 times for one additional hidden character, Nakoruru.
• If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.
• If you hold **A + B** and press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

KIRBY'S DREAM LAND

Hidden 1-Ups
Stage Three: At the second section of this stage, you'll find a path that ends with a pile of Star Boxes. Inhale the boxes at the bottom of the pile to see a small doorway. Enter to find a secret passage with a 1-Up at the end. Later in Stage Three, you'll take on some weird creatures. There's a hole at the base of one of the masts. Take out a Star Box to clear your way to the hole. Climb in to collect Pep Brew and a 1-Up in the hidden chamber.
Stage Four: You will run into a maze of clouds halfway through this stage. When you arrive at a narrow passage in the clouds, on the left side is a pond. Go to the end and press **Up** to enter a hidden passage and drop into a secret area. Use a Mint Leaf to fly through this stage and pick up Power-Ups along the way. At the end of Stage Four, you'll fly up to a floating palace where you meet Kracko again. Instead of entering the palace, you can get to Kracko by another route and earn special items. Touch the Moon and warp to a special area filled with stars and clouds. You'll find a 1-Up and a Magic Food Bag as you fall.

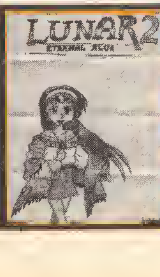
THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows
At the inventory menu, equip yourself with both bombs and arrows. Now you can fire them simultaneously, giving you arrows that explode.
Boomerang Trick
Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING

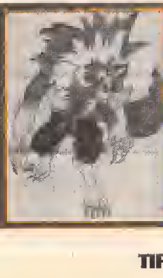
Stage Skip
At any time during the game, press **START** to pause, then quickly press B, A, A, B, A, A. You'll immediately skip to the next stage.

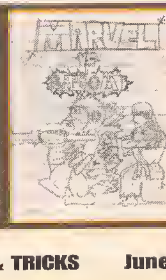
Game Boy tips



by Sarah Campbell, Lewisville, NC

by Ernie Strain III, Lakeland, FL


by Julio Ortega, Miami, FL



by Gerardo Navarro, Oakland, CA

GAME BOY

LOCK N' CHASE
Extra Mode
When the word "Start" appears at the title screen, press A, A, B, B, A, B, B; you'll hear a signal to confirm and the word "Extra" will appear in the corner of the screen. Press START and you'll begin the game at Stage 7-1.

MEGA MAN IN DR. WILY'S REVENGE
Passwords
Cut Man defeated—A1, B3, C4, D3, D4
Elec Man defeated—A2, A4, B3, D1, D2
Ice Man defeated—A1, A2, B2, B3, D4
Fire Man defeated—A1, B1, B2, C4, D2
Fire Man and Cut Man defeated—A2, B2, C3, D1, D3
Fire Man, Cut Man and Elec Man defeated—A3, B2, B3, B4, C4
Dr. Wily's Castle—A2, A3, B4, C2, C3

MEN IN BLACK: THE SERIES
Access Codes
Manhattan—2 7 1 0
Sewers—1 8 0 7
Aerodrome—0 3 0 9
Rooftops—2 7 0 5
Forest—3 1 0 7
Game ending—1 9 4 3
Zoom Mode
Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, hold the SELECT button and you can use the D-pad to make your character fly through the air to any part of the current stage.
Stage Skip
Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, press START to pause, then press SELECT; you will be warped immediately to the end of the stage.

MORTAL KOMBAT
Play as Goro
First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the Upper Left position and hold it there, and hold the SELECT and A buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press A. When the the high score table appears, press START; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

MORTAL KOMBAT II
Secret Character: Smoke
When battling in the Kombat Tomb stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold Down on the D-pad and press the START button to warp to a battle against the secret ninja character, Smoke.
Secret Character: Jade
Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that opponent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.

MORTAL KOMBAT 4
Extra Credits
At the difficulty select screen, press Up or Down to change the number of credits displayed at the top of the screen; you can start with up to five.
Kombat Codes
At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:
1) Highlight the first icon box, press Up once.
2) Highlight the second icon box, press Up nine times (or Down once).
3) At the third box, press Up twice.
4) At the fourth box press Up twice.
5) At the fifth box press Up three times.
6) At the last box press Up four times.
You'll get a message to confirm proper entry of each code:
1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 8 8 - 4 2 2—Dark Kombat
9 8 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Rainbow Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life

MULAN
Passwords
Level 2—J S F P W
Level 3—Q G H X B

NBA JAM
Power-Up Codes
Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.
Juice Mode—Tap any button 14 times, then hold A and B until the tip-off.
Power-Up Dunks—Tap any button ten times, then hold Down and A until the tip-off.
Power-Up Fire—Tap any button seven times, then hold Down and Left on the D-pad until the tip-off.
Power-Up Turbo—Tap any button 15 times, then hold Up and B until the tip-off.
Secret Characters
Jamie Rivett: Enter the initials RJ, highlight the letter F, press Up, A and B to enter the last letter.
Sal DiVita: Enter the initials SD, highlight the letter T, press Down and B to enter the last letter.
Mark Turmell: Enter the initials WI, highlight the letter M, press Left and B to enter the last letter.
Air Dog: Enter the initials JA, highlight the letter T, press Up and B to enter the letter M.
Chow Chow: Enter the initials AM, highlight the letter Q, press Down, A and B to enter the letter X.
Weasel: Enter the initials MA, highlight the letter U, press Up, START, A and B to enter the letter N.

NBA JAM TOURNAMENT EDITION
Power-Up Codes
Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.
Quick Hands—Left, Left, Left, Left, A, Right
High Shots—Up, Down, Up, Down, Right, Up, A, A, A, A, Down
Slippery Court—A, A, A, A, A, Right, Right, Right, Right, Right
Display Shot Percentage—Up, Up, Down, Down, B
Power-Up 3-Pointers—Up, Down, Left, Right, Left, Down, Up
Power-Up Goaltending—Right, Up, Down, Right, Down, Up
Power-Up Dunks—Left, Right, A, B, B, A
Power-Up Fire—Down, Right, Right, B, A, Left
Max Power—Right, Right, Left, Right, B, B, Right
Powerup Offense—A, B, Up, A, B, Up, Down
Powerup Push—Down, Right, A, B, A, Right, Down
Powerup Turbo—B, B, B, A, Down, Down, Up, Left
Powerup Speed—Up four times, Left four times, B, A

NEMESIS
Power-Up Cheat
During the game, press START to pause, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A. When you unpause, your ship will be upgraded will all of the weapon power-ups in the game. Note: This code works only once per stage.

NFL BLITZ
Passwords
Play as the Midway Blitzers—0 6 2 6 7 5 4 5
Play as the Emeryville Edipse—0 0 6 0 6 7 4 4
Secret Codes
Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:
Infinite Turbo—START, START, START, START, START, B, A, A, A, A, Up
No Fumbles—START, START, START, START, B, B, A, A, A, Down
Invisible Receiver—START, START, START, START, B, B, B, A, A, A, Up
No Pointer—START, START, START, B, B, B, A, A, A, Left
Start In Overtime—A, A, A, A, A, A, Up
Parking Lot Field—START, START, START, B, B, A, A, A, Down
Space Field—START, START, A, A, Right
Night Game—START, START, B, B, A, A, Right
Predator Mode—START, START, START, START, START, B, B, B, B, B, A, Up

NINJA BOY
Continue
You can continue from your last stage by holding the A button and pressing START.

ODDWORLD ADVENTURES
Super Jump
When Abe is jumping, press the START button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.
Password
Final Level—T B T 8 T

OPERATION C
Start With Ten Men
After the title screen appears, press Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, A, B, START.
Stage Select
After the title screen appears, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START.

PITFALL: BEYOND THE JUNGLE
Passwords
Underground Caverns—F L T Y W T R S
The Volcano—G N G D W N
The Prison—B N G D N S D
The Scourge—S W P N G B L W

POCAHONTAS
Passwords
Stage 2—K P G X H 4 T B
Stage 3—C M Q Z B 6 R 1
Stage 4—J W D L F 7 K S
Stage 5—T G N D X 3 V 9
Stage 6—H F S B D 2 M 6
Stage 7—Q Z J R L 1 W 4
Stage 8—B P X C V 7 Z 3
Colors of the Wind—S D L F T 8 G 2
Stage 9—R W H J X 9 Z 5
Stage 10—M V N G B 4 C 6
Stage 11—K C Q T D 3 W 1
Stage 12—T B P R G 5 H 8
Stage 13—Q F C M X 2 B 9
Stage 14—V D H K S 6 L 7
Stage 15—8 N J H Z 1 R 9

POPEYE 2
Secret Menu
While the words "Push Start" are flashing at the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up. A secret menu called "*Popeye 2* Music Island" will appear. Use Up or Down and the A button to sample the game's music, or use Left or Right and B to hear any of the game's sound effects. The "Round" setting is a limited stage-select; press SELECT to change the number, then press START to begin at any of the following stages:
00—Round 1-1
01—Round 1-2
02—Round 1-3
03—Round 1-4
04—Round 1-1
05—Round 2-2
06—Round 2-3
07—Round 2-4

PRINCE OF PERSIA
Passwords
Level 2—0 6 7 6 9 0 7 S
Level 3—2 8 6 1 1 0 6 S
Level 4—9 2 1 1 7 0 1 S
Level 5—8 7 0 1 9 1 0 S
Level 6—4 6 3 0 8 1 3 S
Level 7—6 5 9 0 3 1 9 S
Level 8—7 0 9 1 4 1 9 S
Level 9—6 8 B 1 3 6 B S
Level 10—0 1 4 1 4 6 S 4
Level 11—3 2 7 1 0 7 4 4
Level 12—2 6 6 1 4 7 7 4
Battle with Jaffar—9 B 1 1 9 4 6 4
Ending—8 9 0 1 2 4 1 4

Q*BERT
Hidden Movie
At the title screen, press Right, Up, B, A, Down, Up, B, Down, Up, B.

RAGING FIGHTER
Character vs. Same Character
Each of the following codes should be entered at the title screen:
Press Up, Up, Down, Down, Left, Right, Left, Right, B, B to play against the same character (same color) in a one-player game.
Press Up, Up, Down, Down, Left, Right, Left, Right, B, A to play against the same character (alternate color) in a one-player game.
Press Up, Up, Down, Down, Left, Right, Left, Right, A, A to play against the same character (same color) in a two-player game.

TIPS & TRICKS Reader Art Gallery

by Jeremy Lucas, Garden City, KS

by Michael Szambaugh, Hewitton, OH

by ILeana Montes Santiago, San German, Puerto Rico

by Chad Harris, Toccoa, GA

Press **Up, Up, Down, Down, Left, Right, Left, Right, A, B** to play against the same character (alternate color) in a two-player game.

THE RUGRATS MOVIE

Passwords
Train Crash—B V B Y F J N D
Hospital—T Q M M Y _ Q K
Light Woods—R J D B C V R T
Dark Woods—V N G B L J C V
Reptar Ride—B J G S M V S H
Ancient Ruins—L J T B W Q Q D

SAMURAI SHODOWN

Secret Characters
To get three secret characters, press the **SELECT** button three times while Haohmaru is shown in the opening demo.

SNOW BROS. JR

Invincibility
When the title screen appears, hold **Left, Down, A** and **B** simultaneously. Press **START** to become invincible.
Bonus Bowl
Take out all the enemies on the screen with one Snowball and earn 500 points for each bill you collect.
Select Stage
At the title screen, hold **Up, SELECT** and **B**, then press **START**. Choose any stage and press **START** to play.

SOLOMON'S CLUB

Get the Key in Every Level
Before the **START** and **PASSWORD** options appear, press **A, B, A, B, B, A, Up**. You will now be able to get the key in every level; all you have to do is just go through the door.

SPUD'S ADVENTURE

Stage Select
Enter **BANCHOU** as your password. A "Map Select" menu will appear.

STAR TREK

Shortcut Through Hyperspace
If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left** to take a shortcut through hyperspace. You can only use this trick once in each level.
Passwords
Planet Neural—0 5 2 3 . 4
Planet Kalanda—1 0 3 1 . 5
Planet Triskelion—2 3 0 7 . 6
Pallas X1 System—3 1 1 2 . 7
M-24 Alpha System—7 1 5 6 . 3

STAR TREK: THE NEXT GENERATION

Mission Select
Enter the cheat code "**OVERRIDE**" at the password screen. Whenever Picard appears on the screen to explain your next mission, you can choose different assignments by pressing **Up** on the D-pad.

SUMO FIGHTER

Password
Stage 5-3—1 5 5 9 6 5

SUPER MARIO LAND 2—6 GOLDEN COINS

Play Demo Stages
Gate Zone: Hold **Up** and press **SELECT** at the title screen.
Space Zone: Hold **Up** and **A** and press **SELECT** at the title screen.
Turtle Zone: Hold **Up** and **B** and press **SELECT** at the title screen.
Macro Zone: Hold **Up, A** and **B** and press **SELECT** at the title screen.

Easy Mode
If you are having trouble in a particular area, reset your game. When you enter the pipe room at the beginning of the game press **SELECT**. The words "Easy Mode" will appear in the top right corner of your screen. Pick the pipe that your game is saved on and you will enter the same area you are having trouble with. The only difference will be the number of enemies that will be chasing you. Once you have completed the difficult level, reset again to enter the normal mode of the game. When you restart your game you will begin on the next level.

T2: JUDGMENT DAY

Slow Down
Give yourself enough time to complete Stage Three by slowing down the clock. Hold down **SELECT** while you are rewiring the circuit boards. Your time will run down at one tenth of the normal speed. When you finish with the first circuit board, release the **SELECT** button to move on to the next one.

TECMO BOWL

Passwords
Washington vs. Washington—5 8 7 F B F A 3
Denver vs. Denver—C F B F F 7 A 0
Indianapolis vs. Indianapolis—4 3 A F F E A C
Miami vs. Miami—4 6 A F F D A B
Cleveland vs. Cleveland—4 9 A F F B A 9
Los Angeles vs. Los Angeles—9 6 9 F D F A 5
San Francisco vs. San Francisco—9 C 3 F 7 F A 5
Dallas vs. Dallas—6 3 A E F F A 5
New York vs. New York—2 6 9 D F F A 1
Chicago vs. Chicago—6 9 7 B F F A 5
Minnesota vs. Minnesota—A C 3 7 F F A 9
Invisible Team vs. Chicago—3 9 7 B F F A 5
Championship Game: San Francisco vs. Denver—1 D A F F 7 A 6
Championship Game: New Yourk vs. Miami—2 4 A F F D A D
Championship Game: Seattle vs. Washington—9 3 7 F B F A 5

Bonus Games
At the "Configuration" menu, press **SELECT + A + B**; a new "?" option will appear. Choose it to play any of three different bonus games.
Refill Energy
When your energy is very low, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**; your energy will be refilled. Note: This code works only once per stage.

TETRIS

Start at Higher Levels
Hold **Down** on the D-pad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

TETRIS ATTACK

Special Hard Mode
Choose "1P" from the main menu and select a "Vs. Com" game. Choose "New Game" at the next menu, then—when the difficulty select screen appears—hold **Up + SELECT** and press **A**. Now you're playing in "Special Hard" mode.
Extra Puzzle Mode
Choose the "Password" option in Puzzle Mode and enter the password J 0 1 J 0 0 6 0 (those are zeroes, not the letter "O".) Now you're playing against a new set of creatures in "Extra Puzzle" mode.

Special Super Game Boy Borders
If you're playing the game with the Super Game Boy on your Super NES, you can change the border by holding certain buttons at the title screen as follows:
Forest scene with Yoshi—Hold **Down** and press **A**
Caves and tower—Hold **Left** and press **A**
Tree scene—Hold **Up** and press **A**
Crazy cubes—Hold **Down** and press **START**
Cloud scene—Hold **Left** and press **START**
Moon with frame—Hold **Up** and press **START**

TETRIS BLAST

"Fight 2" Mode
At the title screen, press **B** five times. Then press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.
Level Passwords
Stage 2—Z F F F J J J F
Stage 3—B / M M L L K B
Stage 4—X S D D G D M
Stage 5—K C W G L L H K
Stage 6—V G . L J J D M
Stage 7—K . T D G G M F
Stage 8—K Z S C D D K K
Stage 9—D F M Y L L D D
Stage 10—Y G C P D D H L
Stage 11—G V M Y L L C J
Stage 12—V / J V D D G K
Stage 13—C J X T B B C F
Stage 14—I L . Y L K K L
Stage 15—L X W T B M M B
Stage 16—V S R P D C C H
Stage 17—K B C D T F D F
Stage 18—X D F G Y K J F
Stage 19—F I C D T F C M
Stage 20—T T G H P M J B
Stage 21—D B V G Y K G D
Stage 22—. J R C R C K B
Stage 23—C Y / B P M H F

TETRIS DX

Rising Pieces
At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the D-pad and rapidly tap the **B** button.

TINY TOON ADVENTURES: MONTANA'S MOVIE MADNESS

Practice Bonus Games
At the main menu, hold **Down** and **B** and press **START**; a "Sub Game Select" menu will appear.

TINY TOON ADVENTURES: WACKY SPORTS

Practice Mode
At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**; you'll hear a chime to confirm. Press **START**, then choose "Sports Festival" at the Game Mode Select screen. After the opening scene, an "Event Select" menu will appear, allowing you to practice any sporting event repeatedly.

TOM AND JERRY: FRANTIC ANTICS!

Password
Level 9—Heart, Heart, Watermelon, Watermelon, Fish

TRACK & FIELD

U.F.O.
In the Hammer Throw event, release the hammer when you reach maximum power and the toss is at an 80 degree angle. The hammer will fly up and a spaceship will come down.
Frog
If you land a couple of yards short of the pit at the Triple Jump, a frog will come out of the hole in the runway.
Flowers
In Archery, if your arrow hits the ground between the 40 and 50-yard lines in the 70-yard shot, flowers will grow out of the ground.

TRACK MEET

Cheat Passwords
Choose "NEW GAME" at the main menu and enter your name as follows:
- Enter the name SNAKE to compete against Irwin B. Cheetin.
- Enter REGRUB and you'll face off against Jack Strop.
- Enter the name APPLE!! to change some of the signs in the background to Apple II logos.

TURRICAN

Cheat Code
At the options screen, press **A, B, B, A, B, A, A, B, A, A, B, A, A, B, A**. Then choose the "Cheat" option for infinite energy. (Your energy meter will go down, but you won't die when it runs out.)

TWOUBLE

Passwords
Granny's House—Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny
In the Garden—Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

WARIO BLAST

One-Player Game
To play as Wario enter the password **2264**. To play Bomberman enter the password **4622**. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

WARIO LAND: SUPER MARIO LAND 3

Change Game Stats
Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

WHO FRAMED ROGER RABBIT?

Passwords
Scene 2: D L T 3 Q Y B Y
Scene 3: G P L D M S R C
Scene 4: M M C F G W X J
Scene 5: BGQTVKJP
Scene 6: RTJBWN43

WORLD HEROES 2 JET

Boss Code
When the Takara logo appears, press **Right, Left, A, B,** and **Up**. Now you can play as the boss.
"Jet" Code
At the title screen, press **Up, Up, SELECT, A, Down, Down, SELECT, B**. Now the gameplay is twice as fast.

by Beau Mundy, Kenosha, WI

by Summi Lin Armstrong, Metairie, AK

by Lisa Lee, La Palma, CA

by George DeJesus, Clarksville, TN

ALIEN TRILOGY

Level Skip
Go to the password screen and enter the password "FLYT0" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "FLYT034". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and choose the "Press Start Button" option to start at the level you chose. If you enter the password "FLYT035", you'll see the video sequence from the end of the game.

Cheat Codes
Go to the password screen and enter one of the following passwords, then highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game and you'll have the benefits of the cheat codes as follows:

• Enter the password "FVNKYG1BB0N"; you'll be invincible.

• Enter the password "F1SH1NGF0RGVNS"; you'll have all of the game's weapons in your inventory.

• Enter the password "F1LLMYPOCK1TS"; you'll have infinite ammo for all of your weapons.

ANDRETTI RACING

Secret Options Menu
During a race, press **START** to pause, then highlight the "Race Statistics" option, hold **R** and press **A** or **C**. A special options menu will appear; this one allows you to modify 12 different gameplay parameters, including your car's downforce, the speed of your opponents' cars and much more.

Secret Cars
Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle.

BUG!

Stage Skip
Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B, A, B, Y, Down, Right, A, L, Down.** (The **L** represents the button on top of the controller, not **Left** on the D-pad.) You'll hear the Bug yell, "Yikes!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the **L** button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold **L** and press **Down**.

BUG TOO!

Flying Mode
Press **START** at any time during the game to pause, then press **L, A, Left, L, Right, Down, Down** and unpause. Now you can fly into the air by holding the **Y** button.

Invincibility
Press **START** at any time during the game to pause, then press **R, Right, A, L, Right, A, Down, Y** and unpause. Now your character is invincible.

Stage Select
Press **START** at any time during the game to pause, then press **L, A, Z, Y, Left, Right, A, Down, Right, L.** A cheat menu will appear, allowing you to switch characters, access a sound test, enable the "flying" cheat or skip to any stage, including the bonus rounds.

BURNING RANGERS

Special Passwords
Note: You can't access the game's password function until you clear Mission 4. Once you've done this, enter one of the following passwords to play as any character with the "voice navigation" system replaced by *Burning Rangers* music:

Play as Shou, Mission 1—G2SHOU2JKY
Play as Shou, Mission 2—3SHOUSGHJK
Play as Shou, Mission 3—GFGF5SHOUS
Play as Tillis, Mission 1—NM3TILLI5S
Play as Tillis, Mission 2—BSTILLIS2D
Play as Tillis, Mission 3—STILLIS4KL
Play as Lead Phoenix, Mission 1—GS4LEAD2ZU
Play as Lead Phoenix, Mission 2—J5LEAD4XGA
Play as Lead Phoenix, Mission 3—2LEAD6DHUY
Play as Big Landman, Mission 1—3BIG2BPLCK
Play as Big Landman, Mission 2—V2SBIGSPGW
Play as Big Landman, Mission 3—J6BIG3OJYS
Play as Chris Partn, Mission 1—DH5CHRIS5H
Play as Chris Partn, Mission 2—K3CHRIS4AS
Play as Chris Partn, Mission 3—ADG2CHRIS5
Play as Iria Klein, Mission 1—KB3IRIA5KF
Play as Iria Klein, Mission 2—HTL2IRIA50
Play as Iria Klein, Mission 3—GHJK3IRIA2

Movie Passwords
Enter any of the following passwords to see the different video sequences from the game:
MOVIETEST A
MOVIETEST B
MOVIETEST C
MOVIETEST D
MOVIETEST E
MOVIETEST F
MOVIETEST G
MOVIETEST H
MOVIETEST I

Voice Test
To access a secret sound test menu that allows you to hear any of the "Voice Navigation System" samples from the game, enter the password "NAVIXXTEST". When the menu appears, press **C** to change the group of voice samples, press **Up** or **Down** to change the sample number—or **Left** and **Right** to skip ten samples at a time—and press **A** to hear each sample.

COMMAND & CONQUER

Power-Up Codes
At any time during the game, press **START** to pause, then enter one of the following codes. When you press **START** again to unpause, you will have access to the feature you requested as follows:

Nuclear Strike—**A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A**
Ion Cannon—**A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B**
Air Strike—**A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C**
Extra $5,000—**Right, Left, A, B, C, Z, Y, X, Right, Left**
Reveal Entire Map—**Up, Down, Right, Left, A, Up, Down, Right, Left, A**

COURIER CRISIS

Secret Characters
Choose the computer chip icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAVAGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.

Wireframe Mode
At any time during the game, press **START** to pause, then press **Left, Left, Right, Right, Left, Right, Left, Right.** When you press **START** to unpause, all of the polygonal graphics will change to wireframe models on a black background.

CRIME WAVE

Stage Select
When the "Identify Player" screen comes up at the start of the game, choose "New Player" and enter "JAW" as your initials. When the "Select Zone" menu appears, you'll be able to choose any stage.

Vertical Scroll
At any time during game play, hold **L + Y** and press **X** to rotate the screen 90° from its standard horizontal position, or hold **L + Y** and press **Z** to go clockwise. Now you can play the game if you turn your TV set on its side—which is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold **L + Y** and press **B**.

CROC: LEGEND OF THE GOBBOS

Access All Levels
When the title screen appears and the words "Press Start Button" are flashing, hold **X + Y + Z**; after a few seconds, the words "Enter Password" will appear. Now press **Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right**; you'll start the game with all stages unlocked and all Gobbos and puzzle pieces collected.

DARIUS GAIDEN

Extra Credits
At the "Game Start/Option" screen, press **X, A, L, R, Left**, then hold **L** and press **X, C, Z, A, Right, Right.** You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three.

Mega Fire
Also at the "Game Start/Option" screen, hold **B**, then press **Y, Right, Left, X, Z, L, R.** You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

Extra Difficulty Settings
Again, at the "Game Start/Option" screen, hold **X**, then press **Z, C, L, B, Left, R, L.** You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal".

DOOM

Cheat Codes
Press **START** during the game to pause, then enter any of the following cheat codes:

• All Powerful Mode—**Down, Y, X, R, Right, L, Left, B**
• Lots of Goodies (weapons & ammo)—**B, Y, X, L, R, C, X, Z**
• Map All Lines On—**B, B, C, Left, B, B, C, Right**
• Map All Things On—**B, B, C, Right, B, B, C, Left**
• Level Warp—**Right, Left, Z, R, Z, L, Z, C** (when the Level Warp menu appears, choose any stage and press **C** to warp there.)

DUKE NUKEM 3D

Invincibility
During the game, press **START** to pause, then press **X, Z, Z, X, Y, X, Y, Z, Y.** You'll see the words "God Mode: On" at the top of the screen; now you're invincible. To turn "God Mode" off, enter the same code again.

All Weapons + Items
During the game, press **START** to pause, then press **Z, X, X, Z, Y, Z, Y, X, Y.** All of the game's weapons and items will appear in your inventory.

Secret Control Scheme
During the game, press **START** to pause, then press **Y, Y, Z, Z, X, X, Y, X, Z.** You'll see the words "Jevons Control: On" at the top of the screen; this changes the controls as follows:

Analog Pad—Look around
D-pad Left/Right—Change weapons
Z—Walk forward
B—Walk backward
Y—Strafe left
C—Strafe right
A—Action
L—Fire weapon
R—Jump

Note: If you don't own an analog controller, this code is useless because it will assign two different functions to the D-pad; the result is that you'll be accidentally changing weapons whenever you want to turn left or right. To return to the standard control scheme, just enter the code again.

Stage Select
At the main menu—the one that says "New Game/Load Game" etc.— press **X, Y, Z, Z, Y, Z, Y, X, Y**; this code must be entered quickly. You'll see the words "Choose Stage Cheat On" appear at the bottom of the screen. Choose "New Game"; the stage-select menu will appear after you choose a difficulty level.

No Monsters
At the "select Skill" menu, press **Z, Z, X, X, Y, X, Y, X, Z**; this code must be entered quickly. A new difficulty level called "No Monsters" will appear; can you guess what happens when you choose it?

FIGHTERS MEGAMIX

Access Hyper Mode
Fight your way through Survival Mode, winning at least two fights in the three-minute trial, at least six fights in the seven-minute trial and at least 11 fights in the 15-minute trial. Now go to the Options Plus menu and you'll find the Hyper Mode option.

Infinite Health & Stage Select
After playing 500 games, go into the Options Plus menu and you'll see three more options; you can choose a caged or non-caged arena and you'll be able to give either player infinite health.

Play as the AM² Palm Tree
Method 1: Clear all of the single-player courses with five different characters. Play 1,000 games and then choose course I; you'll be playing as the palm tree.
Method 2: Play the game for 84 hours. Then, choose Kuma with the **Z** button and you'll fight as the tree.

Play as a Slab of Meat
Simply turn the Saturn on with *Fighters Megamix* inside 29 times (or reset the game and reload it 29 times). Then start a game, highlight Kuma at the character-select screen and press **X**. The meat's moves are almost identical to Sanman's.

GEX

Stage Skip
At any map screen, press **START**, then, while the game is paused, hold the **R** button and press **START, Right, Right, Down, Right, Up, L, A, Left, Left.** All of the stages on the current map screen will be opened.

Cheat Codes
While inside any of the game's stages, press **START**, then, while the game is paused, enter any of the following codes for different effects:

99 Lives— Hold **R** and press **Up, Up, Down, Right, A, Down**
Invincibility— Hold **R** and press **B, A, Down, A, Down, Down, Down, Up, Down, Right**
Super Speed— Hold **R** and press **Right, X, L, Right, A, Down, START, Right, Right, Down**

TIPS & TRICKS Reader Art Gallery

by Jacob Golembiewski, Mosinee, WI

by Jordan McBurney, Kelowna, B.C.

by Damian Grajeda, Columbia, TN

by Cory Carban, Niles, MI

High Jump— Hold R and press **Down, Up, START, Right, Right, Down, L, Right, START**
Fire Shots— Hold R and press **C, Up, Right, Right, Y, B, Up, Right, Up**
Ice Shots— Hold R and press **Right, Y, Right, Down, Right, Right, B, Left, Up, Right**
Electric Shots— Hold R and press **Down, Up, START, Right, Right, Z, A, START, START, Right, Right**

GUARDIAN HEROES

Cheat Mode
To access a Debug feature, choose "Option Mode" from the title screen. When the Options menu appears, highlight "EXIT" and hold the **X**, **B** and **Z** buttons. Here's the tricky part: While holding those buttons down, press and continue to hold **Down** on the D-pad, then quickly tap the **A** button while the "DIP Switch" option is highlighted. Note that you must tap the **A** button before the cursor starts to move down again—remember that you're still holding X+B+Z+Down—and you must release **A** immediately after you press it, before the DIP Switch menu appears.
If you've done this correctly, you'll find three new options at the dip switch menu. Turn the "Enemy Level Disp." option on to see the experience levels of all enemies in the Story Mode. With the "Next Exp. Disp." option on, you'll get a red-and-black "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out how many experience points you need to go up a level. Best of all is the "Debug" option; turn this on to gain access to the following features:
• A "Test Mode" option will appear at the Options menu; this allows you to see any of the game's seven different endings.
• In Story Mode, when the character set-up menu appears, your character will have a level of 200; you'll also have 200 bonus points to max out your strength, vitality, intelligence, mental powers, agility and luck ratings.
• In Story Mode, a stage-select menu will appear after you choose your character.
• In Story Mode, you can refill your life points at any time by holding **X+Y+Z** and presing **Up.** (If you hold X+Y+Z and press **Down**, you'll die instantly.)
• In Story Mode, you can skip to different scenes using the following commands:
Hold **R** and press **START** to skip ahead one event
Hold **R+C** and press **START** to skip ahead four events
Hold **L+R** and press **START** to skip back one event
• In Vs. Mode, you can choose from any of 45 different characters, including all of the heroes and enemies from the whole game.
• In Story Mode and Vs. Mode, if you pause the game and tap the **L** button, you will see boxes drawn around the characters that show how the game's collision detection works; if an enemy touches the box, it registers a hit. If you pause and tap **L** a second time, the boxes will be three-dimensional. Pause and tap **L** a third time to remove the boxes.
• If you have both the "Debug" and the "Next Exp. Disp." options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points.

HANG-ON GP

Access All Courses
Access the Option menu and highlight any icon. Next, press **B** to return to the main menu, then press **R, R, L, R, R** on top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously-unavailable courses without having mastered the first three.

HEXEN

Cheat Menu
During the game, press **START** to pause, then put the cursor on "options..." and press **Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B**. Now access the "Miscellaneous Options" menu from the "Game Options" screen; you'll find a new option called "Cheat...". From here, you can turn on Invincibility ("God Mode"), walk through walls (turn "Clipping" off), warp to any stage or access over a dozen other cheat options.

THE HOUSE OF THE DEAD

Infinite Ammo
During the game, hold **L + R** and press **Y, Y, Y**; you'll hear a sound to confirm the code. Now you'll never need to reload your weapon.
Score Display
During the game, hold **L + R** and press **X, X, X**; your score will appear on the screen. To remove it, just enter the same code again.
Secret Characters
Choose "Saturn" mode from the main menu; when the character select menu appears, hold **L + R** and press **Up, Down, X, Y, Z**; you'll hear a signal to confirm the code. Now cycle through the characters and you'll find two new ones, you can choose to play as Sophie or one of the researchers.
Cheat Menu
At the main menu—the one that says "Arcade/Saturn/Boss Mode" etc.—press **L, R, R, L, L, R**; you'll hear a signal to confirm the code. Now highlight "Arcade" or "Saturn" mode; hold **L + R** and press **START, A** or **C**. If you chose "Arcade" mode, the cheat menu will appear; if you chose "Saturn" mode, you must continue to hold **L + R** when choosing your character until the cheat menu appears. The cheat menu allows you to start at any stage, become invincible (set "Lives" to "Infinite") or even change the color of the enemy characters' blood.

INDEPENDENCE DAY

Cheat Mode
Choose "Options" from the main menu, then select "Player Name" and enter your name as "RADARMY". Now return to the main menu (the one that says "Single Player/Multiplayer/Options") and press **Left, Right, Up, Down, X, Z, Y, A**. A "Cheater" menu will appear with 12 different cheat options.

LAST BRONX

Portraits
To access all of the character portraits, you must play through the Arcade Mode without losing a single round or continuing; do this at the "Normal," "Hard" and "Arcade" difficulty settings to get all three portraits for each character.
Alternate Weapons
To access alternate weapons, you must first earn the third set of "Portraits" by beating the game in Arcade mode at the "Arcade" difficulty setting without continuing or losing a single round (as described above). Once you have access to the third set of portraits, enter one of the following simple codes at the character-select screen:
• For Yusaku, Nagi, Zaimoku, Lisa or Red Eye, highlight the character, hold **Left** on the D-pad and press **A** or **C**.
• For Joe, Tommy, Yoko, Kurosawa or Red Eye, highlight the character, hold **Right** on the D-pad and press **A** or **C**.
When the match starts, your character will be holding a funny weapon. (Zaimoku has a fish, Yusaku has a toy train, etc.)
Extra Difficulty Settings
Last Bronx uses the Saturn's internal memory to keep track of how many times you've turned the Saturn on with the *Last Bronx* disc inside. Once you've loaded the game 15 times, you'll find three new difficulty settings at the Options menu: Defense (in which the computer blocks a lot), Berserk (the computer goes crazy) and Judo (the computer throws a lot).

LAST GLADIATORS DIGITAL PINBALL

Hidden "Victors" Table
At the title screen, after the words "PRESS START BUTTON" appear, press **X, Y, Z, X, Y, Z, C, B, A, Up, Up, START**. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something. If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: **C, B, A, A, B, C, Y, Z, X, Down, Down, START.**
Debug Menu
If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START.** You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK + Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press **A**; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and **A** button, then point to the "Play" button and press **A**. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.
Cheat Mode
At the title screen, after the words "PRESS START BUTTON" appear, press **Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START.** You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the **X** button and press **Up**; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing **Up** or **Down** on the D-pad, then press **Z** to trigger one of the current table's special modes; for example, on the "Gladiators" table, each the following modes can be activated by pressing **Z** when the corner number is set as follows:
00—Multiball
01—Roman Triumph
02—Retiarius
03—Bloody Arena (Two-Ball)
04—Chariot Races (Three-Ball)
05—Extra Ball Lit
06—Senator Mystery Lit
07—SPQR
08—Thracians
09—Empire
10—Gladiator Show
Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.
To remove the numbers from the screen, hold **X** and press **Down**; while the numbers are gone, hold **Y** and press **Up** to pause or unpause the game without obstructing the screen, or hold **Z** and press **Up** repeatedly to step through the animation one "frame" at a time.
Secret Scene
Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

THE LEGEND OF OASIS

Two-Player Mode
At any time during the game, move Leon to a place where there are no enemies on the screen, Press **Z** to open the Weapon Select window, then hold the **L** button and press **X**. A duplicate of Leon will appear, he's controlled by Player 2. To get rid of him, just enter the code again.

THE LOST WORLD: JURASSIC PARK

Secret Ending
Enter the password "A Y X Y Y Y Z Y A Y X Y" to see the ending sequence that appears if you beat the game with all of the DNA keys.
Gallery Passwords
Compy Gallery—A Y X Y X X Z X Z Y Y
Hunter Gallery—A X X Y A Y X Y Y Y X Y
Raptor Gallery—X Z X Y X Y Y Y Z X Y Y
T-Rex Gallery—Y X X Y X Y Y Y A Y X Y
Prey Gallery—Y Z X Y Z A X Y A A X Y
Stage Select
Enter the password "X A X Y Y Y Y Y Z X Y Y", then access the "Options" menu; you'll be able to start at any level with the "Stage Select" option.

MADDEN NFL 97

Secret Teams
Choose "Exhibition" and select your teams. After the controller setup screen, the User Records screen will appear. Register your name as "TIBURON" and press **C**, then press the **B** button three times to return to the Team Select screen, where you'll find eight powerful hidden teams, including an "All-Time All-Madden" team and AFC and NFC Pro Bowl teams.
Cinematics Menu
Turn the Saturn on and hold the **L** or **R** button while the game loads. After the copyright screen, you'll get a secret "Cinematics" menu that lets you see any of the rendered cinema scenes from the game.

MADDEN NFL 98

Secret Teams
Choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new teams will appear at the game setup menu:

by José David Cano Mayorga, Panama City, Panama

by Ann Marie Cano, Panama City, Panama

by Brandon Waterman, Dover, NH

by Chris Pindo, DeQuincy, CA

PAC ATTACK—All '60s team
STEELCURTAIN—All '70s team
GOLD RUSH—All '80s team
COACH—All-Time All-Madden team
LEADERS—All-Time Stats Leaders team
ORRS HEROES—EA Sports team
LOIN CLOTH—Tiburon Entertainment team

Secret Stadiums
As above, choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new stadiums will appear at the game setup menu:
SNAKE—Oakland Alameda County Coliseum, Oakland, California
DANDAMAN—Joe Robbie Stadium, Miami, Florida
DAWGPOUND—Municipal Stadium, Cleveland, Ohio
JETSONS—Astrodome, Houston, Texas
SHARKSFIN—Tiburon Sports Complex, Longwood, Florida
OLDDC—RFK Stadium, Washington, D.C.
BIG SOMBRERO—Tampa Stadium, Tampa Bay, Florida
GHOST TOWN—"Old West" Stadium, Irving, Texas

MAGIC KNIGHT RAYEARTH

Alternate Introduction
Hold **X + B + Z + L + R** and turn the Saturn on with *Rayearth* inside; you can let go after the animation introduction begins. You'll get an alternate intro with funkier music.

MANX TT SUPERBIKE

Secret Bike
Choose Arcade Mode from the main menu. When the Transmission Select screen appears, highlight Automatic or Manual, then press the Y button and wait for the timer to run out. When the race starts, your racer will be wearing different clothes and riding a gray bike.

Access Superbike Mode
At the main menu—the one that says "Arcade/Saturn/Time Trial" etc.—press **X + Y + Z + L + R** simultaneously; you'll hear a shout to confirm the code. Now choose "Saturn" mode and you'll be able to access the "Superbike" mode even if you haven't previously qualified for it. You'll also have three extra "Superbikes" to choose from in the Saturn and Time Trial modes.

Sheep Mode
Choose any game mode. When you are asked to select your transmission type, press **Up, Up, Down, Down, Left, Right, Z, Y**; you'll hear a sheep say, "Baaa!" (Note: When playing in Arcade mode, you must enter the code quickly because there's a five-second timer on the transmission select screen.) Now start the race and you'll find that your bike—and all of your opponents—have turned into sheep, and the background music will play a deranged version of "Mary Had a Little Lamb."

MARVEL SUPER HEROES

Alternate Colors
To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:
• For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**.
• For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**.

Boss Codes
To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":
• Dr. Doom—Press **Down, Down**, then press and continue to hold **A**, then **B**, then **C** (you should still be holding **A** and **B** when you press **C**)
• Thanos—Press **Up, Up**, then press and continue to hold **Z**, then **Y**, then **X** (you should still be holding **Z** and **Y** when you press **X**)
To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:
• Dr. Doom—Press **Down, Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold **A**, then **B**, then **C** (you should still be holding **Down + A + B** when you press **C**)
• Thanos—Press **Up, Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **Z**, then **Y**, then **X** (you should still be holding **Up + Z + Y** when you press **X**)
Once you've entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" menu.

No Gem Mode
To play without the use of the Infinity Gems in two-player mode, both players should press **L + R** after choosing their characters and continue to hold them down until the fight begins; the message "No Gems" will appear at the bottom of the screen.

MAXIMUM FORCE

Arcade Mode
Choose "Options" from the title screen; when the Options menu appears, press **X, Y, X, X, Y, X, X, X, Y, X, X, X, X, Y**; you'll hear a sound to confirm the code. When you return to the title screen, you'll see the words "Arcade Mode Unlocked," now the game will play exactly like the arcade version without the special modifications that were included in the home versions.

MEGA MAN X4

Alternate MegaMan X
At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the **B** button twice, press **Left** six times, then hold **L + R** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero
At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R** button, press **Right** six times, release **R**, hold **B** and press **START**. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MORTAL KOMBAT II

Cheat Menu
When the "story" screens appear during the introduction sequence, press **Down, Up, Left, Left, A, Right, Down, B, Y, C**. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.

MORTAL KOMBAT TRILOGY

Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character
At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run + Block + High Punch + High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon.

Secret Cheat Menu
Choose "Options" from the main menu; when the options menu appears, hold **L + R + Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery."

NASCAR 98

Secret Vehicle
At the Main Menu, choose "Single Race;" when the Race Setup menu appears, use the "Select Car" option to highlight either the Kenny Wallace car or the Bobby Labonte car, then hold the **C** button and press **Up, Down**; the car will change into a tow truck.

Secret Options Menu
During a race, press **START** to pause, then highlight the "Race Statistics" option, hold **L + R + X** and press **A** or **C**. A special options menu will appear; this one allows you to modify 11 different gameplay parameters, including your car's horsepower, the speed of your opponents' cars and much more.

NIGHT WARRIORS DARKSTALKERS' REVENGE

Extra Turbo Speed
At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: **X, X, Right, A, Z**. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu
Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press **B, X, Down, A, Y**. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:
• "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode menu.
• "Max Round" lets you change the round counter from three to one or five.
• "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! Choose the "Random" setting to have the game randomly choose between the music from "Classic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).
• "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.
• Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.
• "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.
• "BGM Test" lets you hear the game's music.

"Pause" Code
At the "Option Mode" menu, highlight "Screen Size" and quickly press **A, C, Y, Y, Up**. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press **START** to pause, the screen will not darken and the word "Pause" will no longer appear.

PANZER DRAGOON

Space Harrier Mode
Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press **START** at the first title screen, then press **Up, X, Right, X, Down, X, Left, X, Up, Y, Z** while the words "Start Game" and "Options" are on the screen. You'll hear a laser sound; now start the game and you'll be playing without the Dragon.

Infinite Continues
Press **START** at the first title screen, then press **Up, X, Right, Y, Down, Z, Left, Y, Up, X** while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.

Invincibility
Press **START** at the first title screen, then press **L, L, R, R, Up, Down, Left, Right** while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

Stage Select
Press **START** at the first title screen, then press **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z** while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

Level 0
At the difficulty/options title screen, enter **Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R**. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

New Weapons
At the difficulty/options title screen, enter the code **Up, X, Right, Y, Down, Z, Left, Y, Up, X**. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold **A** or **X** for normal weapon, **B** for red lasers, **C** for sidewinders, **Y** for multi-shot, or **Z** for wide shot.

PANZER DRAGOON II ZWEI

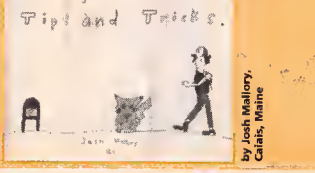
Radar Change
At any time during the game, if you hold the **A** button on Controller 2, the radar will change from a top-down scanner to a side-

TIPS & TRICKS Reader Art Gallery

by Kenny Stella, Shelton, CT

by Aaron McKenzie, New Richmond, OH

by Rebecca Madden, Independence, VA



by Josh Mallory, Calais, Maine

view radar that shows how high your enemies are from the ground; you'll see a tiny triangle representing each foe.

PANZER DRAGOON SAGA

Run with Zwei

If you own a copy of *Panzer Dragoon II Zwei* and *Panzer Dragoon Saga*, there are some cool things you can do with your saved game files as follows:

• If there is a saved game of *Zwei* in your Saturn's backup memory, you will start off *Saga* with one hundred Dyne for every hour you docked in playing *Zwei*, e.g. if you've played *Zwei* for five hours, you'll start *Saga* with 500 Dyne,

• If there is a saved game of *Zwei* in your Saturn's backup memory, you will be able to obtain a music box from the girl outside Valmam's place in the Holy District; just keep talking to her. You'll see the music box near your backpack when you're in the camp. Access it to hear the theme from *Zwei*.

• Load up any of the four *Saga* discs. Next, open the Saturn without turning it off and replace the *Saga* disc with your *Zwei* disc. When you load up *Zwei*, you will see the opening movie of the first *Panzer Dragoon* game instead of the usual *Zwei* intro.

• If you have a saved game of *Saga* in your Saturn's backup memory, you will have access to the special "Pandra's Box" cheats in the Options menu of *Zwei*.

RAMPAGE WORLD TOUR

Stage Select

When the game is loading, you'll see a black screen with messages that say "Internal memory will be used for autosave" and "Press START." When this screen appears, quickly hold **X + Y + Z** and press the **L** button; the words "Cheats enabled!!" should appear. Now start a game; when the name of the next city appears on the screen with the "Day" number at the bottom, use the D-pad to select a different city before the "Now Loading" message appears. Press **Up** or **Down** to cycle through the different countries and press **Left** or **Right** to change cities; you can even access all of the secret stages.

Alternate Ending

When you beat the game and the ending sequence sequence begins, press **A + B + C** and continue to hold them down; if you do this, you'll see Dr. Veronica get an extra "surprise" just before the credits roll.

RESIDENT EVIL

Battle Mode

When you beat the game, a new option called "Battle Mode" will appear at the main menu; it's a timed challenge mode in which you must make your way through the house and kill all of the monsters as quickly as possible. To access this option without having finished the game, hold **X + Y + Z** and press **START** on Controller 2 while the words "PRESS START BUTTON" are flashing on the title screen; the "Battle Mode" will be added to the main menu options. Note: You must have a saved game to play in Battle Mode.

Alternate Uniforms

Choose "New Game" from the main menu, then select a character. When the full-motion video scene begins—the one that starts with the words "1998, July"—hold the **L** and **R** buttons on Controller 2 until the game starts. Now your character will appear with a modified costume; Chris appears in dark blue and Jill has a shorter shirt that shows off her belly button.

SATURN BOMBERMAN

Stage Select

To start at any stage in "Normal" mode with all power-ups, enter any of the following codes when the words "PRESS START BUTTON" are flashing on the title screen:

Stage 1-1—Hold **L + R + A** and point the D-pad in the **Up/Left** position

Stage 2-1—Hold **L + R + B** and point the D-pad in the **Up/Left** position

Stage 3-1—Hold **L + R + C** and point the D-pad in the **Up/Right** position

Stage 4-1—Hold **L + R + X** and point the D-pad in the **Up/Left** position

Stage 5-1—Hold **L + R + Y** and point the D-pad **Up**

Ending sequence—Hold **L + R + Z** and point the D-pad **Down**

Extra Lives

If you play in "Normal" mode between the hours of 10:00 AM and 11:00 AM, you'll start with six lives instead of three. To get the extra lives at any other time of day, just access the Saturn's "System Settings" menu and set the clock to 10:00 AM.

Secret Characters + Extra Difficulty Level

Choose "Battle Game" from the Game Mode menu; when the "Which Mode?" prompt appears, hold **L + R** until you hear a signal. When you reach the Rules menu, you'll find that the "Com Level" can now be set to "4", and when you reach the character-select menu, you'll find two new bombers: Manto starts each battle equipped with the Power Glove and Yuna starts each battle equipped with the Roller Skates.

SHINING FORCE III

Secret Characters

Follow these instructions to add nine secret characters to your "Shining Force" of fighters:

• Chapter 1—Haywood

Location: Sarraband Bridge Battle

During the bridge battle, be sure that Haywood isn't killed. Speak with him before the battle is over and he will join your party.

• Chapter 2—Irene

Location: Luggage Bridge Battle

As with Haywood, be sure Irene isn't defeated by your enemies. Speak with her before the battle ends and she will join you.

• Chapter 2—Penn

Location: Train

During the train sequence, find the chicken feed and give it to the chicken near a window (it will follow you). Buy the Penn egg from a gypsy in Vagabond. At HQ, give the egg to the hen to hatch. Penn will hatch and escape, but joins you later in Flagard.

• Chapter 3—Noon

Location: Quonus

While battling the Kyon-shi in the Quonus graveyard, do not kill any of them; instead, have Khan free them with the Elbesem Orb. Noon will be waiting outside the mansion after you defeat the Vandal.

• Chapter 3—Ratchet

Location: Quonus

Find the millhouse near the outskirts of the village. Free Rachet from his confines. Speak with him again in Vagabond; he will join you after the desert battle.

• Chapter 3—Justin

Location: Vagabond

Go into Tent with the wounded soldiers. Speak with Justin. He will join your party after telling you the story of his battle.

• Chapter 4—Horst

Location: Aspia

Enter the house full of soldiers located next to the church. Horst will be in a room with another fellow soldier. Speak with him and let him join your party.

• Chapter 4—Frank

Location: Flaghard

When you return to your home town, find Frank. You'll have to push him into your headquarters for him to join you. HQ is located at the northeast part of town.

• Chapter 5—Hagane

Location: Tower of Lookover

During the battle on the tower, have a member of your party enter the ruins. Once inside, inspect the farthest pillar from the entrance. Hagane will join you after the battle.

SONIC 3D BLAST

Cheat Mode

At the title screen—while the words "Press Start" are flashing—hold the **C** button and press **START**. Now start the game; to use a cheat, just press **START** to pause the game and press any of the following buttons:

A—Skip ahead one stage

B—Skip ahead three stages

C—Skip to Panic Puppet Zone, Act 3

X—Add one extra life

Y—Add one extra medal

Z—Earn all Chaos Emeralds

SONIC R

Duplicate Character Trick

To have both players choose the same character in two-player mode, both players should highlight that character, hold the **X** button and press **A**, **Z** or **START**.

Secret Course

To access the Radiant Emerald course, you must place 1st in each of the other four courses in Grand Prix mode.

Secret Characters

• To access Dr. Robotnik, you must place 1st on the Radiant Emerald course in Grand Prix mode. Once you've done this, Robotnik will appear on the character-select screen.

• To access Metal Sonic, you must find all five Sonic tokens in the Resort island course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Sonic will challenge you to a race; if you beat him, he will appear on the character-select screen.

• To access Metal Tails, you must find all five Sonic tokens in the Radical City course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Tails will challenge you to a race; if you beat him, he will appear on the character-select screen.

• To access Metal Knuckles, you must find all five Sonic tokens in the Reactive Factory course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Knuckles will challenge you to a race; if you beat him, he will appear on the character-select screen.

• To access Egg Robo, you must find all five Sonic tokens in the Regal Ruins course while placing 3rd or better in Grand Prix mode. Once you've done this, Egg Robo will challenge you to a race; if you beat him, he will appear on the character-select screen.

• To access Super Sonic, find all seven Chaos Emeralds in Grand Prix mode; remember that you won't be allowed to keep a Chaos Emerald unless you finish first. Once you do this, Super Sonic will appear in place of Sonic at the character-select screen. To change between Sonic and Super Sonic, press **Up** and **Down** at the character-select screen.

STEEP SLOPE SLIDERS

Secret Characters

To unlock four secret characters, you must perform specific tasks as follows. Once you've done any of these tasks, press **L** or **R** at the character-select screen to call up a second menu with the secret character(s):

• To unlock "Boy," finish with the best time on "Extreme 2."

• To unlock "Racer," finish with the best time on "Alpine."

• To unlock "Alien," finish with the best stunt score on "Snowboard Park."

• To unlock "Baldy," finish with the best stunt score on "Half Pipe."

More Secret Characters

To unlock seven additional secret characters, you must first accomplish two things:

1) Unlock the first four secret characters as described above

2) Pick any course and finish that same course with all eight characters, one at a time

Once you've done this, follow the instructions below to find the extra characters:

• To play as a girl with glasses, hold **L** and select "Boy" with the **A** button.

• To play as a dog, hold **L** and select "Baldy" with the **A** button.

• To play as a Mech, hold **L** and select "Racer" with the **A** button.

• To play as a UFO, hold **R** and select "Alien" with the **A** button.

• To play as an Anime girl, hold **R** and select "Boy" with the **A** button.

• To play as a penguin, hold **R** and select "Baldy" with the **A** button.

• To play as "Steep Slope Shooter Man," hold **R** and select "Racer" with the **A** button.

Secret Courses

To unlock four secret courses, you must first accomplish two things:

1) Unlock the first four secret characters as described above

2) Pick any course and finish that same course with all eight characters, one at a time

Once you've done this, follow the instructions below to find the extra courses:

Asteroid—Hold **L + R** while selecting the "Extreme 00" course.

Artificial Valley—Hold **L + R** while selecting the "Extreme 01" course.

South Pole—Hold **L + R** while selecting the "Extreme 02" course.

Astro Pipe—Hold **L + R** while selecting the "Extreme 03" course.

Hidden Bonus Game

At the main menu, highlight "Options" and hold **L + R + X + Y + Z + B + C**; when the Option menu appears, continue to hold those buttons down and choose "Exit" with the **A** button. You'll access a secret mini-game called "Steep Slope Shooters," complete with storyline and introductory demo.

TOMB RAIDER

Stage Skip

During the game, press **START** to pause, then press **Down** and access the passport. Turn to the last page of the passport ("Exit to Title") and press **Z, Y, Z, Y, X, X, X, START**; you'll hear Lara moan. Now press **A**; instead of exiting, you'll skip to the end of the current stage.

ULTIMATE MORTAL KOMBAT 3

Cheat Menu

When the main title screen appears (with the purple skulls in the background) quickly press **C, R, A, Z, Y, C, Y, R, A, X**; you'll hear Shao Khan laugh. Now when the stone-turning menu appears, highlight "Kombat" and press **Up**; a secret "?" option will appear. Press any button to find the secret "Cheats" menu.

by Joey Elliott, Phoenix, AZ

by Cole Keese, Bowman, GA

by Matt Whitley, Chesapeake, VA

by L.J. Lemcke, Tucson, AZ

Codes for use with Interact Game Products' Game Shark Video Game Enhancers

PlayStation

Civilization II

801191EC-7530—Infinite money (Americans, Chinese, Persians)
80118C74-7530—Infinite money (Aztecs, Egyptians, Spanish)
80118184-7530—Infinite money (Babylonians, Japanese, Zulus)
80119764-7530—Infinite money (Carthaginians, Greeks, English)
80117C0C-7530—Infinite money (Celts, Romans, Russians)
801186FC-7530—Infinite money (French, Germans, Vikings)
80119CDC-7530—Infinite money (Indians, Mongols, Sioux)

Contender

D00669D4-0000 + 800669D4-0050 + D00669D6-0000 + 800669D6-3241 + D0066A1C-0000 + 80066A1C-000E + D0066A1E-0000 + 80066A1E-1420—Infinite health & stamina, Player 1
D00669D4-0000 + 800669D4-0050 + D00669D6-0000 + 800669D6-3241 + D0066A1C-0000 + 80066A1C-000E + D0066A1E-0000 + 80066A1E-1020—Infinite health & stamina, Player 2

Destrega

800C9946-0708—Full magic, Player 1
800C9822-0708—Full magic, Player 2
800C9820-00C8—Infinite health, Player 2
800C9944-00C8—Infinite health, Player 1
800C9944-0000—No health, Player 1
800C9820-0000—No health, Player 2
800C9946-0000—No magic, Player 1
800C9822-0000—No magic, Player 2

K-1 Revenge

8008B284-000F—Extra characters
8008B2C0-01FF—High stamina, Player 1
8008B2C4-01FF—High stamina, Player 2
800C0544-0002—Infinite creation points
8008B2D4-0000—Low health, Player 2
800882C0-0000—Low stamina, Player 1
800882C4-0000—Low stamina, Player 2

Marvel Super Heroes vs. Street Fighter

80070782-0090 + 80070DA4-0090—Infinite health, Player 1
80070786-0090 + 80071164-0090—Infinite health, Player 2
80070782-0000 + 80070DA4-0000—No health, Player 1
80070786-0000 + 80071164-0000—No health, Player 2

R-Types

301355C1-0001—Have missiles in *R-Type I*, Player 1 & 2
80138520-0003—Infinite lives in *R-Type I*, Player 1
80138528-0003—Infinite lives in *R-Type I*, Player 2
301355CA-0003—Max FORCE sidekick in *R-Type I*, Player 1 & 2
801355C8-8000—Weapon power-up in *R-Type I*, Player 1 & 2
300F8C48-0003—Infinite lives in *R-Type II*, Player 1
300F8445-0001—Have missiles in *R-Type II*, Player 1 & 2
300F8C53-0003—Infinite lives in *R-Type II*, Player 2
300F844E-0003—Max FORCE sidekick in *R-Type II*, Player 1 & 2
800F8452-010C—Weapon power-up in *R-Type II*, Player 1 & 2

Silent Hill

8008CC84-0000 + 800BCC86-0000—Timer at 0:00:00
800BCADA-0000—Always first save
D008C76C-0001 + 300BA08D-0040 + D008C76C-0001 + 8008A08E-0006—Press SELECT to restore health

Nintendo 64

Magical Tetris Challenge

811D267E-D820—Always get Magical Tetris pieces
801D25F4-0000—Always get straight pieces
811D26A6-FFFF—Quick score gain

NBA JAM 99

81182E4E-0004 + 8118305A-0004 + 81183266-0004 + 81183472-0004 + 8118367E-0004—Full-court dunks, away team
81182DF6-0032 + 81182DFE-003C + 81183002-0032 + 8118300A-003C + 8118320E-0032 + 81183216-003C + 8118341A-0032 + 81183422-003C + 81183626-0032 + 8118362E-003C—Giant players, away team
81182DF6-0011 + 81182DFE-0014 + 81183002-0011 + 8118300A-0014 + 8118320E-0011 + 81183216-0014 + 8118341A-0011 + 81183422-0014 + 81183626-0011 + 8118362E-0014—Tiny players, away team
81182412-0004 + 8118261E-0004 + 8118282A-0004 + 81182A36-0004 + 81182C42-0004—Full-court dunks, home team
8118238A-0032 + 811823C2-003C + 811825C6-0032 + 811825CE-003C + 811827D2-0032 + 811827DA-003C + 811829DE-0032 + 811829E6-003C + 81182BEA-0032 + 81182BF2-003C—Giant players, home team
8118238A-0011 + 811823C2-0014 + 811825C6-0011 + 811825CE-0014 + 811827D2-0011 + 811827DA-0014 + 811829DE-0011 + 811829E6-0014 + 811828EA-0011 + 81182BF2-0014—Tiny players, home team

Star Wars: Rogue Squadron

80130885-0063—99 kills
80130886-0063—99 saves
8013084D-007E—All levels and ships
81137E7C-4316—Extra shields

Rush 2: Extreme Racing USA

800E7D22-0002—Heavy gravity
8010C179-0001—Heavy mass
80117400-0001—Inside-out car on
80119634-0001—Invincible
8010C170-0001—Invisible cars
8010C178-0001—Invisible tracks
800E7D22-0003—Jovian gravity
8010C17C-0001—Killer rats on
8010C43C-0003—Large frame
8010C254-0001—Levitation
800E7D22-0000—Light gravity
8010C179-0002—Massive mass
800D9E89-0001—New York cabs
8010C440-0012—Orange fog
8010C440-0013—Pink fog
8010C440-000D—Red fog
8010C440-0011—White fog
8010C440-0010—Yellow fog
8010C210-0001—Resurrect in place
8010C200-0001—Stunts all tracks
80119628-0001—Suicide mode on
80119628-0002—Suicide mode humans on
80111950-0001—Super speed
8010D3A6-0002—Super tires
8010C3D4-0001—Tire scaling on
800D0171-0001—Upside-down mode

South Park

810CD226-01FF—Have all cheats

WCW Nitro

81229152-03E8—Infinite health, Player 1
8122968A-03E8—Infinite health, Player 2
81229C22-03E8—Infinite health, Player 3
8122A18A-03E8—Infinite health, Player 4
812291AA-0000—Infinite time out of ring, Player 1
81229712-0000—Infinite time out of ring, Player 2
81229C7A-0000—Infinite time out of ring, Player 3
8122A1E2-0000—Infinite time out of ring, Player 4
81229152-0000—No health, Player 1
8122968A-0000—No health, Player 2
81229C22-0000—No health, Player 3
8122A18A-0000—No health, Player 4
8027D893-0001—Dynamite Johnny
8027D83D-0001—Eddy Guerrero
8027D875-0001—Enos
8027D85D-0001—Eric Bischoff
8027D84F-0001—Ernest Miller
8027D855-0001—Fit Finley
8027D8A7-0001—Fyre
8027D899-0001—Goochie
8027D83F-0001—Hammer
8027D845-0001—Horace
8027D87F-0001—Jamie the Learned
8027D871-0001—Jimmy Hart
8027D88F-0001—John
8027D879-0001—Juventud Guerrera
8027D839-0001—Kanyon
8027D86F-0001—Kaz Hayashi
8027D829-0001—Kidman
8027D867-0001—Kimberly
8027D831-0001—Konnan
8027D858-0001—La Parka
8027D869-0001—Larry Zbysko
8027D849-0001—Lodi
8027D85F-0001—Mean Gene
8027D853-0001—Meng
8027D89F-0001—Miri Myque
8027D861-0001—Miss Elizabeth
8027D86D-0001—Mongo
8027D877-0001—Psychosis
8027D885-0001—Reanimator
8027D857-0001—Reese
8027D847-0001—Rey Mysterio Jr.
8027D87B-0001—Rick Fuller
8027D873-0001—Rick Rude
8027D835-0001—Roddy Piper
8027D82F-0001—Scott Norton
8027D843-0001—Scotty Riggs
8027D848-0001—Sickboy
8027D887-0001—Sleep Dep Ed
8027D868-0001—Sonny Onoo
8027D8A1-0001—Spice
8027D841-0001—Stevie Ray
8027D881-0001—Stingray
8027D8A5-0001—Tiger
8027D827-0001—Ultimo Dragon
8027D888-0001—Uncle Monkey
8027D89D-0001—Veal
8027D8A3-0001—Whisper
8027D825-0001—Wrath
8027D897-0001—Wrestling Matt
8027D87D-0001—Zoomie
8027D953-0001—1984 ring
8027D937-0001—Boudoir ring
8027D913-0001—Circus ring
8027D947-0001—Disco ring
8027D908-0001—Graveyard ring
8027D938-0001—Hall of Mirrors ring
8027D917-0001—Hive ring
8027D948-0001—Jungle ring
8027D943-0001—Psychidelic ring
8027D957-0001—Quark ring
8027D93F-0001—Rec Room ring
8027D923-0001—Slamboree ring
8027D927-0001—Souled Out ring
8027D90F-0001—Spaceship ring
8027D958-0001—Texas ring
8027D918-0001—Turbo ring
8027D91F-0001—Wunderland ring

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TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

SEGA CITY

31 Fortune Drive, Suite 302 • Irvine, CA 92618 • (949) 727-1422

GAME	HI SCORE	NAME
Top Skater (Novice)	774,560	Joey Cuellar
Top Skater (Expert)	527,651	Joey Cuellar
Time Crisis II (solo)	1,096,070	JSC
Time Crisis II (cooperative)	1,454,580	A.K & B.K
Time Crisis II (solo)	14:47'31	JSC
L.A. Machine Guns (cooperative)	1,944,500	Greg Profeta
Racing Jam 2 (Bank circuit)	2:33'500	Craig
The House of the Dead	96,600	Ottis Pittman
Daytona USA 2 (Beginner)	2:15'68	Greg Profeta
Daytona USA 2 (Advanced)	3:07'13	DEZ

ALADDIN'S CASTLE

270 Loudon Road, Unit 1036 • Concord, NH 03301• (603) 228-9110

GAME	HI SCORE	NAME
Time Crisis (Story mode)	11:52'10	Scott Byers
Time Crisis II (Timed Stage 1)	2:39'83	E Sweet
Tekken 3 (Paul—Ultra Hard)	3:21'35	Josh B
Tekken 3 (Law—Ultra Hard)	4:04'30	Troy Towers
Tekken 3 (Heihachi—Ultra Hard)	3:40'45	Josh B
Tekken 3 (Eddy—Ultra Hard)	5:54'88	Eric Martinson
X-Men vs. Street Fighter	1,328,402	Ron Uliano
Knights of the Round	431,450	Len Hanley
Alien vs. Predator	3,322,407	Steven Rule
Maximum Force	829,180	Ron Uliano

GRAND PRIX GOLF-O-RAMA

1605 NW 1st Street. • Dania, FL 33004 • (954) 253-1464

GAME	HI SCORE	NAME
South Park (pinball)	1,175,616,830	SMK
Time Crisis II (linked)	1,184,510	BD & PWE.
Time Crisis II (solo)	1,001,280	BOB
Marvel vs. Capcom	1,790,715	CAP
California Chase	700,000	DBF
Star Wars Trilogy	2,358,700	MAC
Arkanoid	1,418,719	SMK
Hyper Drive (Orbital Speedway)	2:12'03	DAN

JUST FOR FUN

445 E. Palatine Road • Arlington Heights, IL 60004 • (847) 253-1464

GAME	HI SCORE	NAME
March '99 "Flipper Madness"	1st Place	Dave Hegge
Pinball Tournament Winners	2nd Place	Rodney Gonzalez
	3rd Place	Jason Werdrick
	4th Place	Brandon Yu
Hydro Thunder (Lake Powell)	1:57'73	III
Hydro Thunder (Arctic Circle)	1:52'23	Peter Machowski
CarnEvil	2,083,180	Jeff Matza
Revenge from Mars (pinball)	648,823,780	Jason Werdrick
Golden Tee '97 (hole in one)	138 yds.	AZI

CAPCOM'S SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
San Francisco Rush	2:25'00	Miami,FL
The House of the Dead	75,483	JMM
Daytona USA (Beginner)	2:23'59	JON
Blitz 99 (Avg Yards)	416.88	SHAWN
Street Fighter Alpha 3	755,901	CP5
Pinball Magic (pinball)	500,000,000	BRY
Maverick (pinball)	2,400,000,000	TW5
Hydro Thunder	1:53'03	WHO
Ultimate Mortal Kombat 3	20 wins	585
Street Fighter EX 2	31 wins	Adam Hernandez

ALADDIN'S CASTLE #05113

6305 West Newberry Road • Gainesville, FL 32605 • (352) 331-8674

GAME	HI SCORE	NAME
Tekken 3	1:20'78	TJM
Motocross Go!	1:37'91	SPY
Soul Calibur	2:46'26	420
Area 51:Site 4	2,047,600	DEA
Prop Cycle	10,500	ROB
Time Crisis II	1,084,890	ECK
Star Wars Trilogy	3,198,700	Robert Scharr
Top Skater	462,763	420
Virtua Cop 2	564,547	JAK

METROPOLIS

72-840 Hwy. 111, Suite 345 • Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
The House of the Dead	88,880	Kurohihana
Street Fighter Alpha 3	2,978,300	Bob Tan
Marvel vs. Capcom	3,435,016	Robert Weber
Time Crisis II	1,422,922	Robert Villania
Rival Schools: United by Fate	2,227,900	Michael Lamug
Blitz 99(win streak)	104	BLUNT
Street Fighter EX 2	1,584,900	Bob Tan
Puzz Loop	1,125,780	Jon Turner
Street Fighter III: 2nd Impact	4,062,321	Bob Tan

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Mystery Word Grid

	H					___
		E				___
P	I	N	C	H	W	___
	R					___
S						___

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS .....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND .....R	PRESS .....E	DREAM .....O
CRUSH I	SCORE .....H	SLANT L	CHASE .....P

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Part 2 of 2

GUARDIAN'S CRUSADE

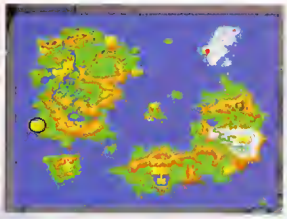
by Geoff Arnold

Last issue's strategy guide finished up the first half of *Guardian's Crusade* with the defeat of Yugonga and the acquisition of the Chester Flute. You should be on the island where Kerple Village is located; go to the beach on the northwest side of the island and use the flute to summon Chester the Water Bug, who can transport you across the ocean. Although there are many lands you have yet to visit, you should first go straight north past Den Heldar. Keep going north until you hit a beach. Exit Chester and walk south back to the town.

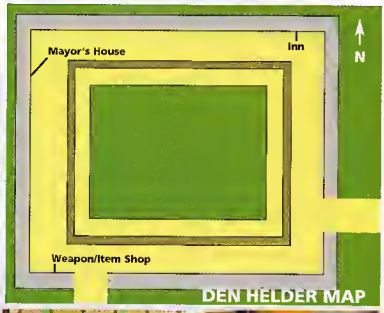
Den Helder

Items/Toys

1 Coin
Living Toy "Insectorfly"
Living Toy "Windmeister"
Crystal Sword
Devil's Shield
Spinach Snack
Splint Mail
Living Toy "Toughwall"
Living Toy "Douwner"
Living Toy "Mossman"
Living Toy "Vegas"



Apparently the Artema cult has moved into Den Heldar, luring adventurers, mercenaries and the like with the promise of a great "treasure" in the North Tower. No one has ever returned from the Tower—not even Darkbeat and Ibkee, who went there on some type of rescue mission.



DEN HELDER MAP

Item List

Item	Cost
Hamburger	100 Rb
Cheeseburger	500 Rb
Spinach Snack	800 Rb
Peach Potion	10 Rb
Sick Weed	15 Rb
Toadstool	20 Rb
Wooden Cross	1,000 Rb

Weapon/Armor List

Weapon/Armor	Cost	Elements
Jousting Sword	3,600 Rb	Wind
Cobra Sword	3,950 Rb	Darkness
Sword of Ra	4,350 Rb	none
Kuldian Sword	4,700 Rb	none
Jousting Armor	3,600 Rb	Wind
Cobra Armor	3,950 Rb	Darkness
Armor of Ra	4,350 Rb	none
Kuldian Armor	4,700 Rb	Darkness
Iron Helmet	1,050 Rb	none
Viking Helmet	1,250 Rb	none
Jousting Shield	3,600 Rb	Wind
Cobra Shield	3,950 Rb	Darkness
Shield of Ra	4,350 Rb	none
Kuldian Shield	4,700 Rb	Darkness
Cobra Ring	9,980 Rb	Protects vs. Poison
Heat Ring	9,980 Rb	Protects vs. Cold

Tasks

1. As with any new area, the monsters outside of the town are stronger, so take the time to buy new weapons and armor.
2. Talk to the townspeople and gather information about the North Tower and the missing people from the town. Someone has even taken the time to hire a private detective, but he also has had little luck finding anyone.
3. When you talk to the Mayor's daughter, she begs you to help find him. She informs you that he also has traveled to the North Tower in search of the missing townsfolk.
4. Go to the house right next to the weapon store and knock on the door. The resident will become angry and throw a Living Toy "Insectorfly" at you.
5. Pick up as many Peach Potions and Hamburgers as you can and travel to the North Tower.
6. From the entrance, walk south into the next room.
7. This large room contains four smaller rooms, each with a treasure chest. The northwest and southeast rooms contain Living Toys "Douwner" and "Toughwall," while the northeast and southwest rooms contain a Devil's Shield and a Crystal Sword, respectively. After picking up all the chests, walk to the south part of the room and through the door into a passageway.
8. Walk through three hallways with stairs that go up.

9. Take the north exit to get to the roof.
10. When you get to the roof, the tower appears to be deserted. Nehani suggests that you guys head back, but be sure to check the roof first. There is a Living Toy "Vegas" sitting on the south west ledge of the Tower, and there is a chest with Splint Mail just to the east of the entrance.
11. As you get to the bottom floor, you see a monster walking through a secret passageway on the southwest wall. Follow it through the wall and down into the basement.
12. Walk down two flights of stairs and grab the Living Toy ("Mossman") from the treasure chest on the west wall. Then take the north entrance into another room, where you run into Darkbeat and Ibkee. Darkbeat explains that he too is also here to rescue the townspeople and tells you not to get in the way.
13. As you follow him into the room, you see him get into a fight with two monsters. Since you are also here to rescue the towns folk, Darkbeat enlists your help and tells you to fight the Blue Monster while he takes on the Red one.
14. After defeating both monsters, Darkbeat informs you that he is heading back to Den Heldar to collect the reward. There are townsfolk left behind, however (including the Mayor of Den Heldar), and each one thanks you before leaving the Tower. The last one tells you that there is a man from Trisken still in the room and that he needs help. Take the north entrance in the room, travel down the hallway and step into the corridor of light.
15. Before walking down the hallway, be sure to heal your party and restore your PP if necessary. Walk down the hallway until you encounter the man from Trisken. He asks you to help him to stand, but you notice a strange being at the top of the corridor. As you approach the Guardian, it asks you one question...then it suddenly attacks you.
16. After receiving a ridiculous amount of experience and money for defeating the Guardian, a treasure chest appears and out pops Solomon's Ring. Nehani starts to mention something about the Ring, then changes her mind for some strange reason.
17. After beating the Guardian, the man from Trisken is able to walk again and explains that he was on orders from Kalkanor to find a jewel that was hidden here, but found only monsters. He runs back to tell Kalkanor what happened. Before leaving, he tells you his name is Jadik. He is a watchmaker from Trisken and invites you to stop by whenever you have the chance. He would like to give you something in return for saving his life.

10

11

12

13

boss: BLUE MONSTER

HP	800
Special Attacks	Jet Punch, Gas Missile
Items	none

As with the other Boss Monsters, now is the time to put your Living Toys into action. Deploy any two attack Toys of your choice (preferably Contributor and Pyro) and attack with Knight. If you get low on HP, you can use angel to heal both you and Baby at the same time. If Baby seems to be taking too much damage, make use of your new Toy, Toughwall. Toughwall takes all the damage dished out to the character that it protects. If you have the chance, be sure to use your other new Toy, Douwner, which lowers both the offensive and defensive power of your enemy. Watch out for the Blue Monster's pesky Gas Missile attack, which causes damage as well as poisoning your characters. If you are around level 27, you should be able to defeat the Blue Monster within five rounds.

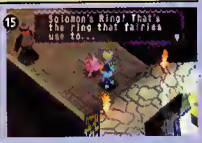
boss: GUARDIAN

HP	1,050
Special Attacks	Prism Drill, Burst Shot
Items	Solomon's Ring

Another Boss Monster? Although the Guardian isn't too tough, he can deal out the damage rather quickly—especially to Baby, so be sure to pay attention to your HP throughout the battle. The Pyro and Contributor Living Toys seem to do decent damage against the Guardian, as does Samurai. With some luck, the Guardian should be defeated within five rounds as well.

18. Walk back through the corridor of light, head back upstairs into the main lobby of the Tower, leave the Tower and travel back to Den Heldar.
19. Once back in Den Heldar, go to the Mayor's house and talk to him. He is so overcome by your heroism and the rest of the missing townsfolk that he gives you his family heirloom, a Living Toy called "Windmeister." Stock up on any supplies you may need and take the east exit out of town.
20. Follow the path outside of town to the south and east to a beach, then use the Chester flute to call Chester. Travel south, then east past Kerple until you hit an island. From the island, travel south around a peninsula, then look for a beach just to the east. Pass up the first beach and keep heading south until you reach another beach where you can exit onto land. From the beach, head straight east until you reach a deserted house. Look on the east side of the house for a Living Toy, "Stare." Beware of the irritating Mimic that guards the chest!
21. From the abandoned house, follow the path north across the bridge, then east, then north again around the mountain to reach the town of Trisken.

15



15

Trisken

The busy town of Trisken has a lot to see and much more to do. It's the biggest city in the game by far, so take the time to get to know it a little; you will be spending a bit of time here. Although the town seems to be overrun by tourists, there are many people here with good information. This is where Kalkanor resides when he isn't off trying to save the world. Apparently, a big celebration has just occurred, with Kalkanor and his friends as the main attraction.

Items/Toys

1,000 Rb
1,500 Rb
Bug
Living Toy "Dr. Snooze"
Living Toy "Tarantula"
Living Toy "Sacribat"

Item List

Item	Cost
Candy Bar	10 Rb
Hamburger	100 Rb
Cheeseburger	500 Rb
Peach Potion	10 Rb
Bubble Gum	20 Rb

Weapon/Armor List (Store 1)

Weapon/Armor	Cost	Elements
Eagle Sword	5,100 Rb	none
Crusader Sword	5,500 Rb	none
Hawk Sword	5,950 Rb	Wind
Crusher Sword	6,350 Rb	none
Eagle Plate	5,100 Rb	none
Crusader Armor	5,500 Rb	none
Hawk Armor	5,950 Rb	Wind
Chain Mail	6,350 Rb	none
Wooden Helmet	100 Rb	none
Iron Helmet	1,050 Rb	none
Eagle Shield	5,100 Rb	none
Crusader Shield	5,500 Rb	none
Hawk Shield	5,950 Rb	Wind
Granite Shield	6,350 Rb	Darkness
Ring of Calm	9,980 Rb	Protects vs. Confusion
Freedom Ring	9,980 Rb	Protects vs. Paralysis

Weapon/Armor List (Store 2)

Weapon/Armor	Cost	Elements
Cleaver Sword	6,800 Rb	none
Black Sword	7,300 Rb	Darkness
Celtic Sword	7,800 Rb	Light
Demon Sword	8,300 Rb	Darkness
Bar Mail	6,800 Rb	none
Black Plate	7,300 Rb	Darkness
Celtic Plate	7,800 Rb	Light
Leopard Armor	8,300 Rb	Darkness
Iron Helmet	1,050 Rb	none
Viking Helmet	1,250 Rb	none
Marble Shield	6,800 Rb	none
Black Shield	7,300 Rb	Darkness
Celtic Shield	7,800 Rb	none
Leopard Shield	8,300 Rb	Darkness
Brave Ring	9,980 Rb	Protects vs. Fear
Wake Ring	9,980 Rb	Protects vs. Sleep

Tasks

1. As soon as you enter the town, you'll see a service member from the Royal Guard trying to recruit soldiers. Talk to him and answer "yes" when he asks you if you want to join. You will have to fight a Wind-Up Soldier (that is easily disposed of) as an entrance exam. Although you are not old enough yet to join the Guard, the recruiter gives you a Living Toy ("Dr. Snooze") for your trouble.
2. Make your way to the center of town and talk to the man walking around the fountain to pick up a wallet. You will get a small reward for this later.
3. Be sure to buy new weapons and armor. Even though they are expensive, the monsters in this area are pretty tough, so you've gotta be prepared.
4. Walk to the southwestern part of town by the dock and return the man's missing wallet for 1,000 Rb.
5. Go to the watchmaker's house (just west of the tower) and talk to him to get a Living Toy, "Tarantula."
6. Walk up to the top of the tower to get another Living Toy, "Sacribat."

7. Walk to the eastern side of town and go into the Monster Training Center. This is a useful place; it makes Baby stronger in both offense and defense against certain types of elemental monsters. In order to get stronger, two things must be accomplished: You must pay 100 RB for each of Baby's levels for each monster, then Baby must defeat the monster in single combat. There are six types of monsters in all, representing the Fire, Water, Earth, Wind, Light, and Dark elements. When Baby defeats each monster, he will get stronger against that specific type of elemental creature. If Baby is around level 30, he should have no problems defeating each monster. Just be sure to restore his HP after each battle.
8. When you are done training Baby, head to the southeastern part of town to the corner house and pick up a Bug. Next, walk west and south across the bridge to reach the castle.
9. Talk to the couple on the west side of the courtyard two times to receive 1,500 Rb. Talking to them a third time will result in a loss of the money you were given.
10. As you enter the castle, you see the King in his audience chamber with Kalkanor and his party. Kalkanor tells you to enjoy the party, while Ramal hints that Karmine must be stopped before unleashing something terrible. Gwinladin becomes angry for some reason when he finds out that you res cued Jadik. (Hmmm...) Even when you talk to the noblewoman, she agrees that something is wrong with Gwinladin. After conversing with her, she finds out that her purse has been stolen. Furious, the King seals off the room and declares that the thief is one of the people in his chamber. While inspecting a nobleman in the bottom corner of the room, Baby indicates that there is something wrong with this particular man. Afraid of being caught, the thief flees upstairs, only to find that there is no way out. Chase him back to the chamber to duke it out and return the missing purse.

11. After fighting the thief, Baby suddenly decides to take it upon himself to leave the area in a big hurry.
12. Be sure to talk to the noblewoman after returning her purse to get a use ful item, a Water Ring, which powers you up against Fire Elementals.
13. Unsure of where Baby went off to, take the east exit out of town and fol low the path to northeast towards Garam. You will find Baby sitting at the checkpoint on the road that leads to Garam. After a brief interlude with Baby, the King shows up and orders the guards to open the gates that lead to Garam.
14. Follow the path north, then east through the mountains; keep heading east to reach Garam.
15. Note: Be careful in this area. The monsters here are relatively strong and can dish out high damage quickly. Don't hesitate to call in a Living Toy to help in the battle, especially to help with your offense.

boss: THIEF

HP	375
Special Attacks	Punchfest, Steal, Mud Attack
Items	Stolen Purse

The thief is relatively weak and shouldn't pose any problem. Don't worry about his "Steal" attack; everything he steals will be returned when you defeat him.

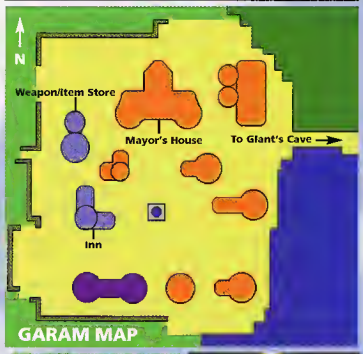
Garam

Items/Toys
Hamburger
Sickweed
Strange Bug
Living Toy "Sumode"

A small town secluded in a valley, Garam lies just southwest of the icy mountain passageway that leads to God's Tower. It seems that Garam has a big problem: There is a Giant on the loose that has kidnapped a little girl. The Mayor ordered the Giant's cave to be sealed off to avoid further attacks on the village, and the only way to get to Denvrado and God's Tower is to the north, through a blocked passage that can only be opened after the Giant's defeat.

Weapon/Armor List

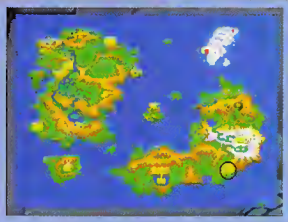
Weapon/Armor	Cost	Elements
Demon Sword	8,300 Rb	Darkness
Royal Sword	8,800 Rb	none
Artesian Sword	9,350 Rb	none
Crusher Sword	9,900 Rb	none
Leopard Armor	8,300 Rb	Darkness
Royal Armor	8,800 Rb	none
Artesian Armor	9,900 Rb	Wind
Onyx Armor	10,450 Rb	none
Iron Helmet	1,050 Rb	none
Viking Helmet	1,250 Rb	none
Leopard Shield	8,300 Rb	Darkness
Royal Shield	8,800 Rb	none
Artesian Shield	9,900 Rb	none
Onyx Shield	10,450 Rb	none
Cobra Ring	9,980 Rb	Protects vs. Poison
Heat Ring	9,980 Rb	Protects vs. Cold



GARAM MAP

Item List

Item	Cost
Candy Bar	10 Rb
Hamburger	100 Rb
Cheeseburger	500 Rb
Peach Potion	10 Rb
Bubble Gum	20 Rb
Terror Seed	20 Rb
Go Go Bean	25 Rb
Snoozeweed	25 Rb

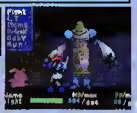


Tasks

1. Talk to all the townspeople to learn about the Giant and how it affects life in Garam.
2. Go to the house stable next to the Mayor's house and search under the Knoygn for a Hamburger.
3. Go just to the southwest of the stable and search the Teddy Bear upstairs for a Rotten Weed.
4. Go to the house just east of the last one and search the jar upstairs for a Strange Bug.
5. Buy (expensive) new weapons and armor.
6. Go to the eastern end of town toward the Giant's cave. On the way, a man stops you to ask you to save his daughter, Anna, from the Giant. He explains that Anna was playing in the cave when the Giant came out. He has unsealed the cave in an effort to get somebody to rescue her. Go into the cave.
7. Look along the west wall for a treasure chest with a Living Toy, "Sumode."
8. Walk up to the Giant and inspect it. Although the Giant seems to be a statue, as you start to look for Ann it comes to life and attacks!

boss: RUVAL

HP	1,200
Special Attacks	Blaster, Earthbomb
Items	none



Ruval can be pretty tough, but if you use your Living Toys wisely, he can be defeated within six rounds. I suggest using Contributor and either Samurai or Windmeister. Keep concentrating on attacking until your HP are low, then use Angel to heal yourself. Baby might take extra damage due to his low defense rating, so watch his HP carefully. If you are around level 32 you shouldn't have a problem defeating Ruval.

9. After the battle, Ruval falls to his knees, then Ann comes out and tells you to lay off the gentle Giant. It just so happens that Ruval is a good guy, and he was only trying to help Ann escape when the Mayor ordered the cave to be sealed off. As you start to exit, Kalkanor shows up again with his merry bunch and decides to take it upon himself to have Gwinladin destroy Ruval. Unfortunately, Ramal casts a spell on you and you just sit idly by as Ruval is destroyed. When the battle is over, Gwinladin takes a gem from Ruval, and informs the others that it's time to make haste to the Tower. Angry at what Kalkanor has done, you shake off the spell and rush Kalkanor with sword in hand. Although you put up a valiant fight, Kalkanor is just too strong and defeats you easily. He explains that he is trying to stop Karmine from turning the world into an evil place full of monsters.
10. Go to the Inn, restore your HP and save your game.
11. Leave the town through the north exit and follow the long path north, then east, then north again through the snowy mountains to reach Denvrado.

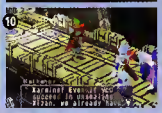
Denvrado

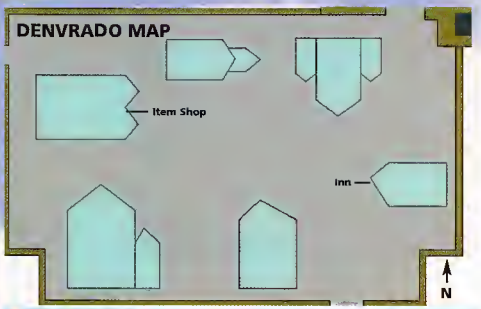
Items/Toys
Living Toy "Hornet,"
Living Toy "Gabriel"

A frozen little town on the way to God's Tower; there isn't much to offer here at Denvrado, not even a weapon store. You hear the townspeople talk of a Holy Sanctuary with a Saint named Aruvin, and there is an eerie feeling about the quiet town. Where else can you find a woman married to a zombie?

Item List

Item	Cost
Hamburger	100 Rb
Cheeseburger	500 Rb
Spinach Snack	800 Rb
Peach Potion	10 Rb
Sick Weed	10 Rb
Rotten Weed	15 Rb
Toadstool	20 Rb
Wooden Cross	1,000 Rb



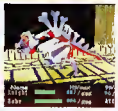


Tasks

1. Walk to the center of town to where a man is playing a guitar for a woman. Talk to him and he will offer to sell you his record. Buy it for 1,000 Rb to receive a Living Toy, "Hornet."
2. If you talk to Shawn (on the cliff near the Mayor's House), he will show you a lovely view of the mountains and God's Tower. It seems that God's Tower is just on the other side of the mountains.
3. Be sure to buy any items you need at the item shop before leaving town; this will be your last chance to buy anything before attempting God's Tower. When you are finished, leave town through the west exit.
4. Follow the path through the mountains to the south west, then north, then west again until you reach the end of the mountain pass.
5. Keep walking along the path to the north, then around the lake to Aruvin's Church.
6. Talk to the disciple on the left to heal your wounds and to save. He tells you that Kalkanor's party has already set off for God's Tower to find Karmine, but something is amiss.
7. Apparently, Aruvin is too busy sleeping...er, I mean "meditating" to help you right now. Looks like you're on your own on the way to God's Tower.
8. You want to be at level 35 or better before attempting to enter God's Tower; now would be the time to catch up on experience if you haven't done so already. The Liobirds in this area will reward you handsomely with about 3,300 experience for each battle, so building levels should be a piece of cake.
9. From Aruvin's church, walk straight east around the mountain and into the dark forest surrounding God's Tower. Keep heading east through the forest, travelling south around a mountain, then head north and west around the top of the mountain to reach God's Tower.
10. Finally! God's Tower is in sight. As you approach the Tower, you see Kalkanor and his party confronting Karmine. There's a plot twist here that we don't want to give away; let's just say that you end up fighting a monster named Glor.

boss: GLOR

HP	1,500
Special Attacks	Nail Blade, Death Breath
Items	none

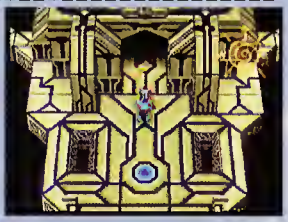


Glor can be a nasty little monster. His Nail Blade attack dishes out around 100 HP of damage per hit, and almost twice as much on Baby. Use Contributor and Windmeister to attack, keep an eye on your HP and Glor should fall within five turns.

11. When the battle is over, Kalkanor and Ramal lie wounded on the bridge. Travel back to Aruvin's to see if he can help heal their wounds.
12. When you get back to Aruvin's, you are surprised to find out that he has already sent help for Kalkanor and Ramal. He tells you that a great darkness is approaching and that another one of the holy creatures is in danger. Just then Baby gets a little impatient and decides to leave on his own. Baby says that something terrible is about to happen in God's Tower and he must leave right away. Before leaving, Aruvin gives you a little something to help you in battle: a Living Toy called "Gabriel."
13. Head back to God's Tower.

God's Tower

Although the layout is pretty straightforward, some items may be overlooked, so be thorough in your quest. The truth is yet to be discovered. What strange ties does Baby have to this tower, and what waits at the top for our heroes? Stay tuned...



Tasks

1. In the main room, there are 3 doors: north, east and west. Go through all 3 doors and into the rooms to get the Miracle Shield, Miracle Armor, and Miracle Sword, respectively. When finished take the west stairs up first to get a Spinach Snack, then go back and take the east stairs to climb the Tower.
2. Follow the stairs up to the next room.
3. Again, follow the stairs up into the next room, but stop to pick up the Snoozeweed that sits in the treasure chest. Be wary of attacking Hangries; they give outrageous XP and RB, but they are a tough fight for you and Baby.
4. Walk up another flight of stairs to the treasure chest that contains a Fire Ring, then walk through the door.
5. A Guardian lies here, blocking the path. It tells you that it has been waiting for Baby to come back, but then it begins to malfunction. It resets and tells you that you shall not pass—that Karmine is its master. The only way to get by is to defeat it.
6. After defeating Anzo and picking up the Living Toy, walk into the small pillar of light and teleport to the next part of the Tower.
7. Follow some more stairs going up and stop to pick up the Peach Potion in the treasure chest before proceeding to the next level.
8. Even more stairs going up.
9. Hey, guess what: More stairs going up! One difference: a Spinach Snack in the treasure chest.

Items/Toys

- Miracle Shield
- Miracle Armor
- Miracle Sword, Spinach Snack x2
- Snoozeweed
- Peach Potion
- Fire Ring
- Living Toy "Dark Cross"
- Living Toy "Holy Cross"

boss: ANZO
(Guardian)

HP	1,050
Special Attacks	Mind Rings, Stomp Stomp
Items	Living Toy "Dark Cross"

Anzo isn't too tough, but its Mind Rings spell can be damaging, especially since it can confuse both you and Baby. As always, employ two Living Toys to attack and don't let your HP fall too low. You should be around level 36 when fighting Anzo.

10 Gee...doesn't this look familiar? Another Guardian awaits here in the room. At least this one has a different name: Lanzo. Lanzo welcomes you back and begins to speak about Celestia. Suddenly, its programming also goes haywire and it turns on you.

11 Take the Living Toy and walk through the teleporter to the next part of the Tower.

12 Take the north exit in this next room.

13 An encounter with Karmine leads to another batch of interesting plot twists—resulting in a battle with Karmine himself.

14 After Karmine's defeat, he calls upon Xizan to take his soul and bring eternal darkness to the world. Go check on Baby! As you begin to leave, a huge earthquake starts to shake the Tower. Looks like Xizan is about ready to be resurrected, so you and your posse will beat feet out of the Tower. A lonely voice echoes through the Tower as you leave, comforting Celestia with words of encouragement.

15 As you race out of the Tower, you will learn that Baby has inherited a valuable new skill. The blast from God's Tower sends everyone flying...but as it rescinds, Xizan finally shows himself. He then sprouts wings and decides to go take a little nap to regenerate himself.

16 After a brief interlude, you awake in a strange futuristic place called Picard.

Picard

Not really a town, Picard is more like a whole bunch of rooms stuck together with the Warp Gate Station being the focal point.

Items/Toys

Full Plate
Steel Shield
Great Sword
Warp Gate Key
Living Toy "Verseus"

Tasks

1 When you awaken, walk to the northwest corner of the room of the stairs (rotate the camera angle to see more clearly) and open the treasure chest. Inside is a Living Toy, "Verseus."

2 Leave the room you are in and go the room with the purple door, just to the west. Darkbeat is here. He explains to you that all hope is not lost, and the first thing you must do is to locate the four pieces of Holy Armor. Exit and go into the room in the southwest corner to get Full Plate. Go into the room with the green light to find Baby and Nehani. Bring them back to talk to Darkbeat.

3 Once back in the room with Darkbeat, he tells you to find the four pieces of Darwin's Holy Armor. He tells you to bring them to him and the he will do the rest. As you walk out, he gives you a Warp Gate Key, which allows you to travel the lands with a Warp Gate. A very useful item indeed!

4 Go to the library (red door, next to Darkbeat's room) and search the bookshelves for information about the Holy Armor.

5 Leave the library and go up the stairs in the middle of the room.

6 As you exit, follow the path around the first outside ring to the north room where you can pick up a Steel Shield. Take the outside path around to the east and go into the eastern room to get a Great Sword.

7 Get back on the inside path and take it back down to the first room.

8 Go to the orange door at the south end of the room and go through to find the Warp Junction.

9 At the Warp Junction, each door leads to a Warp Gate by a specific area. The locations are as follows:
A. Northwest gate—Kell
B. West gate—Trisken
C. Southwest gate—Den Heldar
D. South gate—Jungo
E. Southeast gate—God's Tower
F. East gate—Denvrado area
G. Northeast gate—Galik's basement

10 Even though you should concentrate on finding the Holy Armor, many towns have changed since the birth of Xizan and should be revisited. Now that the Warp Gates are open and Baby can fly, let's go back to some of the towns to pick up some things first.

boss: LANZO (Guardian)

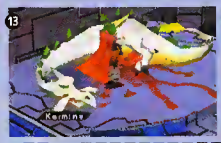
If you use the same method to fight Lanzo as you did with Anzo, you will be fine.

HP	1,475
Special Attacks	Laser Cannon, Stomp Stomp, Mind Rings
Items	Living Toy "Holy Cross"

boss: KARMINE

HP	2,000
Special Attacks	RoboBlade, Phoenix Attack, Checkmate
Items	none

Baby is incapacitated for this battle, so you will have to fight on your own. First, throw out two Living Toys (Contributor and Windmeister work well), then sit back and watch them go to work. If you haven't used it yet, now would be a good time to use your Walkbomb toy to inflict some major damage! Be wary of Karmine's Checkmate attack, which will paralyze you. If you are around level 38 or so, Karmine should be destroyed within six turns.



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15

11 Take the southwest Warp Gate and go to Den Heldar. Talk to the detective in the park to get a Living Toy, "Sermone."

12 Leave Den Heldar and fly to the northeast to Carmarthen. Go into the coal mine and talk to the miner digging at the end of the tunnel to get a Living Toy called "Voodoodoll." Leave the mine and go to the southwest part of town into Galik's house, then use the Warp Gate Key to get back to the junction.

13 Go into the west Warp Gate and fly east to Trisken. When you get to Trisken, all of the Artema followers have transformed into Gargoyles and are attacking the city! There are eight Gargoyles scattered throughout Trisken. After finding and defeating them all, be sure to heal yourself, then talk to the wizard next to the inn. His name is Org and he is one of Karmine's lackeys. To save the city, you must fight him. But beware: He doesn't fight fair. He calls in a monster for extra help!

boss: ORG and VELMINE

HP	975 (Org), 1,475 (Velmine)
Special Attacks	Dark Force (Org), Firebreath, Heavy Stomp (Velmine)
Items	none

Although Velmine is huge on the screen, he actually isn't that tough. Concentrate all of your attacks on Org first. Since he has less HP, he is easier to take out. Be sure to watch out for Velmine's Firebreath attack; it can take your HP down very quickly. Be sure to start the fight by bringing your Living Toys into battle. Windmeister, Pyro, Samurai and Contributor do very well in this battle. If your Living Toys get returned to you by taking too much damage, don't be afraid to use others such as Mapster or Foreman to do extra damage. If you are around level 39 or 40, Velmine and Org should be defeated within seven turns.

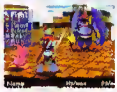
14 After defeating Velmine and Org, go to the castle to talk to the King. For saving the town, you are awarded a Living Toy, "Generosity."

15 Go back through the Warp Gate, then take the northwest Warp Gate at the junction to the city of Kell. As you exit the Warp Gate, take the cave entrance on the west wall and make your way through the cave to where the Galestork was. Go past the Galestork's nest and into the next room. Pick up the Bronze Mail in the treasure chest and exit the cave. Stand on the edge of the cliff and have Baby fly you north to the Coastal Inn.

16 The Blue Cat that was guarding the treasure chest here is now gone. Open the chest for a Living Toy, "Whyme." Leave the Inn and fly southeast to Zed Harbor.

17. When you enter Zed Harbor, you notice something is happening on the docks. On the dock awaits Bosmie, another one of Karmine's lackeys. He orders his Gargoyle entourage to kill all the humans in the town. The Gargoyles disperse in the town, but there are only four and they aren't hard to find. Destroy them, then go to the dock again to talk to Bosmie. You will be forced into a fight with him.
18. After beating Bosmie, talk to the Mayor to receive a Living Toy, "Cheergirl."
19. Leave Zed Harbor and fly west back north to Isten. Go to Marco's house and talk to Carmen; she explains that Marco went to the Artema Church and never returned. Talk to everyone in town to get dues about the Church, then talk to the worshipper out front. Go inside the Church and fight the Gargoyle that is guarding Marco. After saving Marco, Carmen reminds him that their wedding is in the morning. You rush on over just in time to see the ceremony finish. After the party, go talk to Carmen at Marco's house. She will give you a Living Toy, "Marilyn."
20. From Isten, fly back to the Warp Gate in Kell. Go to the junction and take the southeast Warp Gate by God's Tower. From the Warp Gate, fly straight west and a little north to a cave on the coastline.

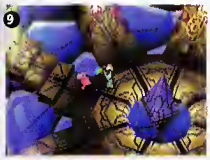
boss: BOSMIE



HP	1,500
Special Attacks	Combo Hack, Horizon Beam, Nose Blow
Items	none

Bosmie is a lot tougher than he looks. Call out two Living Toys of your choice to aid in the battle and watch for Bosmie's Nose Blow, which can take over 150 HP off both Knight and Baby. If you are around level 40 or so, Bosmie should expire within five turns.

4



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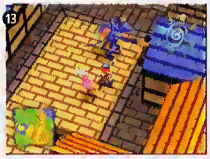


13

17

Forest Cave

Items/Toys

Cheeseburger
Attack Sword
Spinach Snack
Living Toy "Ninja"
Living Toy "D'Artagnan"

Difficult to see on the map, this cave is home to a few treasures. Some items may be hard to spot, so be sure to rotate the camera angle if necessary.

Tasks

1. When you enter, walk north and look for a chest with a Cheeseburger in it on the west wall. Grab the Cheeseburger and head to the west exit.
2. Look on the north side of the big rock in here to get an Attack Sword. Go west and take the exit.
3. When the path splits, go north and take the exit.
4. In this room go north to pock up a Spinach Snack, then head west and take the exit.
5. Again take the west exit in this room.
6. Go west down the stairs, then make a U-turn and grab the chest sitting at the base of the ledge for a Living Toy, "Ninja".
7. Follow the cave to west once again and take the exit.
8. In this next room, you will see a Dragon behind a wall of light. When you talk to the Dragon, she thinks you are the ones who have stolen her stone. Unable to convince her that you aren't Kalkanor, she attacks.

boss: HOLY DRAGON

HP	1,100
Special Attacks	Super Sound, Blue Swoosh
Items	Living Toy, "D'Artagnan"

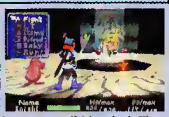
This Dragon is basically a pushover. Use Cheergirl on yourself to boost your offensive power, and deploy Contributor and Ninja to help in the battle. Don't even worry about the Holy Dragon's magic, it doesn't do that much damage. You should be around level 40 now and the Dragon should be destroyed within four turns.

8

14

9. Leave the cave and fly southeast to Garam.
10. Go to the Artema Church and talk to the disciple by the altar. The disciple turns into a Gargoyle. Kill it then open the treasure chest in the other room to get a Living Toy, "Championo."
11. Fly northwest back to the Warp Gate near Denvrado, and take the southwest Warp Gate that transports you near Den Heldar. The quest for the four pieces of Holy Armor begins here. If you pay close attention to your map, you will see that there are four places on the map that are marked with red dots. These are where the pieces of Armor are hidden. One lies in Kerple, one in Castle Ryan, which is just east of Den Heldar, one is in the Denime Plains by Isten, and the final piece is far to the north east in the town on Penguii. Look for the Helmet first.
12. From the Den Heldar Gate, fly straight south to the island where Kerple is.
13. Go to the north end of the town and proceed into the cave. Follow the path that you took to get to Yugonga. When you get to Yugonga's room, walk up the stairs, take the north exit, and walk into the circle of light.
14. At the end of the walkway, a Guardian awaits. It tells you that in order to possess the helmet, you must prove your worth. Obviously an invitation to battle.
15. Grab the Helmet and equip it, exit Kerple and fly straight north and slightly east pass the Warp Gate to Castle Ryan.

boss: GUARDIAN



HP	1,500
Special Attacks	Delta Shock
Items	Holy Helmet

The bosses that guard the four pieces of Armor are all identical. They can be a little mean, so be sure to use your Living Toys for extra fire-power, and watch out for the Guardian's particularly nasty spell: Delta Shock, which can do up to 200 HPs worth of damage every time it uses it. If you are level 40 or higher, the Guardians should be killed in five rounds or less.

Castle Ryan

Sitting snugly against a cliff just southeast of Olgo lies Caste Ryan. The Holy Sword is hidden here, but it's also home to a few other good treasures, so look closely!

Items/Toys

Spinach Snack x2	Dark Plate	Living Toy "Dr. Gas"
Toadstool x2	Dark Sword	Living Toy "Freakz"
Sickweed	Dark Shield	Living Toy "Assassin"
Cheeseburger	Living Toy "Classique"	
Earth Ring	Living Toy "Confuso"	

Tasks

1. From the entrance, go straight south into the next room. Pick up the Dark Plate in the center of the room, then take the east exit.
2. Pick up the Dark Shield, then head back into the last room and go through the west door.
3. Grab the Dark Sword and head south down the passageway.
4. Follow the path through the door to the east.
5. Grab the Spinach Snack here and proceed through the door to the north.
6. Go down the stairs and grab the treasure chest in each room. Go to the west end of the room and down the stairs.
7. Head west down the hall, then head south and east to reach the next room.
8. Grab the treasure chest in the corner, which contains a Living Toy ("Assassin"), then talk to Know Owl.
9. Know Owl tells you to turn the four red switches on in the main room to get to the heart of the castle. Retrace your steps to the large room where you got the Dark Plate.
10. In the four corners of this room are sets of stairs that lead up. Go up each path and hit the red switches in each room. Be sure to collect the four Living Toys: "Confuso," "Classique," "Dr. Gas" and "Freakz" before moving on.
11. When you press all four switches, a new passageway will open up in the large room. Follow it to the south and walk into the circle of light.
12. Another Guardian waits for you here, asking if you are worthy to don the Holy Armor. It has the same stats as the previous Guardian.
13. After defeating the Guardian, exit Castle Ryan (using Foreman if you wish) and head north to the Denime Plains.

Denime Plains/Forest Cave

Items/Toys

Quilted Armor
Spinach Snack
Twisted Sword
Twisted Shield
Living Toy "Resetter"

The 3rd piece of the Holy Armor lies far beneath the earth in a cave on the Denime Plains. The entrance to the cave looks just like a giant tree stump, so look for the opening on the south side.

Tasks

1. From the entrance, take the west path into a room. Look around the back of the tree stump for Quilted Armor, then head back into the last room.
2. Take the south entrance and pick up the Living Toy in this room, then head back to the previous room and take the east exit.
3. Follow the cave to the south and take the next exit.
4. When the path separates here, go north first to get a Spinach Snack, then go south and take the exit.
5. Go north and take the stairs down to the next room.
6. Head south and into the next room.
7. Before entering the passageway into the tree, check the backside of the trunk for a Twisted Shield.
8. Walk around the circle of light and grab the Twisted Sword before stepping into the circle.
9. Another Guardian waits for you at the end of the path, guarding the Holy Armor.
10. Exit the cave, then head to Isten to save your game and heal if necessary.
11. From Isten, fly straight east to the frozen northern continent. Stop off and stay for awhile in the town of Penguii.

Penguii

Items/Toys

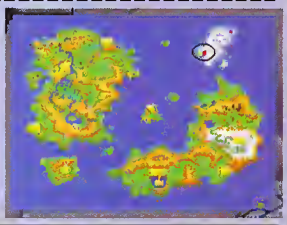
Living Toy "Mermaid,"
Living Toy "Frooze"

Sitting on the frozen tundra of the northern continent, Penguii is a small town that's home to a race of Penguins. Mainly just a place to stop and visit on the way to the Nord Temple.

PENGUII MAP

Item List

Item	Cost
Candy Bar	10 Rb
Hamburger	100 Rb
Cheeseburger	500 Rb
Peach Potion	10 Rb
Bubble Gum	20 Rb
Terror Seed	20 Rb
Go Go Bean	25 Rb
Snoozeweed	25 Rb



Tasks

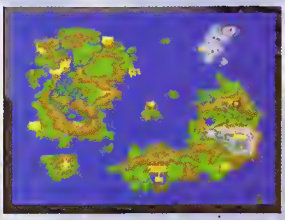
1. Talk to the fishing penguin (Tongie) to get a Living Toy, "Mermaid"
2. Search the Snowman for a Living Toy, "Frooze"
3. Buy any necessary items
4. Fly to the northeast to enter the Nord Temple

Nord Temple

The resting place of the final piece of the Holy Armor. The monsters in here are pretty tough, so be prepared for long battles on the way to get the Holy Shield.

Items/Toys

Aztec Sword
Wind Ring
Obro Armor
Obro Shield
Living Toy "Draken,"
Living Toy "Frostall"



Tasks

1. When you enter, the path will split off in four directions: north, east, northeast and west. Take the west path first.

2. Take the stairs up to the next room. Grab the treasure chest that contains a Living Toy, "Draken."

3. Go back to the main entrance and take the north path. When the path splits, go west and pick up a Wind Ring. Continue north—avoiding the southwest path—and go through the entrance at the top. Inside this room you will find an Obro Shield. Head back to the main entrance again, but this time take the northeast path. Go through the door and follow the path into the next cavern. Go through the door in this next short cavern.

4. You should now be on top of the main entrance, with a path going east that crosses over the main floor, Follow the path around to the west until you hit a door. Go through it.

5. This room is filled with ice slides. Depending on which slides you take, you may end up in different places when you finish. Luckily, there are only two items to get in addition to the Holy Shield, so here are instructions on how to get to all three:
Living Toy "Frostall"—middle slide, middle slide, left slide, left slide
Aztec Sword—left slide, left slide, walk through the door
Holy Shield—right slide, left slide, right slide, left slide, walk through the door

6. Taking any of the slides all the way to the bottom just loops you around to the top again. On the way back up, there is a Penguin named Jengie that will let you rest and save your game for free.

7. You'll fight another Guardian Boss next; after defeating it, use your Foreman Toy to exit the Temple in a hurry.

8. Fly to the nearest Warp Gate and go to Picard. Once there, talk to Darkbeat. He tries to put on the Holy Armor, only to find that he can't wear it. He suggests that you try to put it on—and it fits perfectly! It seems that you are the legendary Warrior, the true Chosen One. Suddenly you find yourself whisked away to the Throne of the Holy Warrior, only to undergo one final test and battle Darwin himself!

Weapon/Armor List

Weapon/Armor	Cost	Elements
Flame Sword	9,980 Rb	Fire
Water Sword	9,980 Rb	Water
Gaian Sword	9,980 Rb	Earth
Avian Sword	9,980 Rb	Wind
Sword of Chaos	9,980 Rb	Darkness
Sword of Order	9,980 Rb	Light
Platinum Sword	62,000 Rb	none
Platinum Plate	62,000 Rb	none
Platinum Helmet	62,000 Rb	none
Platinum Shield	62,000 Rb	none
Ring of Calm	9,980 Rb	Protects vs. Confusion
Freedom Ring	9,980 Rb	Protects vs. Paralysis
Brave Ring	9,980 Rb	Protects vs. Fear
Wake Ring	9,980 Rb	Protects vs. Sleep
Cobra Ring	9,980 Rb	Protects vs. Poison
Heat Ring	9,980 Rb	Protects vs. Cold

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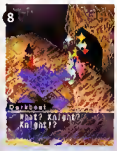


9

13

14

The Final Battle

boss: XIZAN

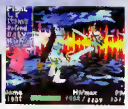
HP	4,000
Special Attacks	Dark Whip, Haven's Wall
Items	none

Since Baby will take more damage in this battle than you will, immediately use your Toughwall Toy on him; it will be easier to heal yourself. Next, deploy D'Artagnan and Contributor to pile up the damage quickly on Xizan. After a brief time, Nehani will tell you that you aren't inflicting any damage; at that point, Baby will begin to try to speak. If you look at Baby's commands, a new command will appear; use this command to transform Baby into his true state. Just as Xizan was sealed in the past by Darwin and his Dragon, Baby attempts to imprison Xizan in a pyramid of light. As Xizan is shrunk down by the pyramid, he proves to be too strong and breaks out, transforming into a more powerful state.

1. When you answer "Yes" to Darwin's question, you are whisked off in on your way to fight Xizan. As you and Baby are flying through the sky, you encounter a lone figure with the torso of a man and the body of a horse standing in your way. Who is this mysterious nemesis? Fortunately, some old friends will show up to save the day, allowing you to continue on and deal with Xizan.

2. As you fly off to meet Xizan, Nehani asks you an interesting question. No time to answer now; Xizan lies right in front of you! The battle between good and evil begins here.

boss: DARWIN



HP	2,500
Special Attacks	Roboblade, Bloody Cross, Tech Sword
Items	none

Darwin isn't too tough now that you have the aid of some of the most powerful Living Toys. Immediately deploy Toughwall on Baby so he doesn't sustain any damage throughout the fight. Use either Contributor or D'Artagnan next, then just keep attacking until Darwin falls. If you are around level 47, Darwin should be defeated within six turns.

9. After defeating Darwin, he prodaims that you have proven your worthiness to don the Holy Armor, then discusses the hiding place of Xizan with you. He admits that he only has enough power left to send you to where Xizan resides and asks you if you are prepared. Answer "NO!" There are still three more Living Toys to gather as well as the most powerful weapons and armor in the game. Leave the island and head northwest to Jungo.

10. Bonik's weapon store is now open! Although all of the items for sale here are outrageously priced, they provide the best protection in the entire game. If you have the funds, buy all of the Platinum items, as well as any rings you may have missed along the way.

11. After spending your entire life's savings at Bonik's Store, feed any old weapons or armor (but not the Holy Armor) to Baby for a boost of offense and defense. Next, head to the Rogo's Tunnel located just northwest in the desert by Zed Harbor. Talk to him and he will give you a Living Toy, "Avalanche." By now you should have 68 Living Toys. Fly west past Orgo to Zeppetto Island.

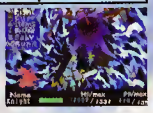
12. After a brief dialogue, you show all of your Living Toys to Zeppetto and he gives you one final Living Toy, "Legend." He claims it is the most powerful Living Toy ever produced, and that he developed it to make the world a safer place for children. Before leaving Zeppeto's house, search Zeppetto's cabinet upstairs for a Zeppetto Helmet, the second strongest Helmet in the game.

13. Leave Zeppetto's island and travel back to Orgo to rest. Go to your home and take a brief nap to recover your HP and save your game. When you awaken, there is a present waiting for you on your dresser. It seems that Zeppetto had created a Living Toy prototype called "PeaceMaker." Finally, the most powerful of the 70 Living Toys is at your disposal!

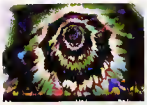
14. Although the Final Battle lies ahead, be sure you've reached at least level 47 before attempting to fight Xizan. If you aren't high enough in levels yet, there is an easy and relatively pain less way to gain levels rather quickly. Throughout the world there are places that you may have found where the monsters are always more powerful than you are, no matter what your level is. Some of the locations are shown on the map.
One of these places lies just east of Orgo, on the small stretch of land between the mountain that separates Rogo's tunnel from the other part of Orgo. Fly to this small patch of land and fight the monsters there. Even though they are weak monsters from the past, they will be much stronger now and will yield high experience and Rb for each fight. Use the Generosity Toy each time; about 50% of the time you will get extra experience points for each battle. When your levels are high enough, fly back to the Throne of the Holy Warrior and prepare for the Final Battle.

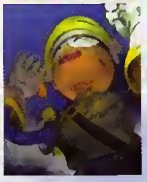
boss: XIZAN (Form 2)

HP	3,000
Special Attacks	Black Hole, Hypnos Claw, Blood Suck
Items	none



It's a good thing that you have all of your Living Toys back for this next battle. Again, use Toughwall on Baby and bring D'Artagnan and Contributor into the fight early. Keep attacking consistently, paying close attention to your HP as the battle rages on. When Xizan's second form is weakened, he will cast a "Forbidden Spell," Armageddon, obliterating your Living Toys as well as causing 9,999 HP of damage to both you and Baby. Seemingly defeated, one of your comrades comes to your aid by using a seemingly worthless item acquired earlier in the game. After this touching moment, Xizan will once again transform and reveal his true form.

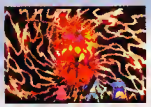




boss: XIZAN (Form 3)

HP	7,000
Special Attacks	Hell's Wind
Items	none

After being revived by Nehani, you will have full HP and PP as well as all of your Living Toys at your disposal. Use Toughwall once again on Baby and prepare for the final battle. If you haven't used Legend or PeaceMaker by now, this is the time to use them. Use Legend first; it will inflict 700 points of damage per turn on Xizan. Xizan's attack, Hell's Wind, does high damage, however, and will KO Legend in about six rounds. When this happens, use PeaceMaker. PeaceMaker will deliver a 256-hit combo that will do insane damage and destroy Xizan! The final battle is over! Good has triumphed.



Complete Living Toy List

Name	Attack Names	Explanation	Location
Angel	Life Light	Heals party greatly with bright light	Kuldo Ruins
Assassin	Machine Gun, SMYZER 01	Blows an enemy away after three turns	Castle Ryan
Avalanche	Mega Stone	Causes earth damage with stone attack	Rogo's Tunnel (after getting Holy Armor)
Baron	Damage View	Gives Rb equal to 1/10 damage taken	Zed Harbor (Governor's house)
Champlono	Death Blows	Takes half PP, inflicts PPx10 damage	Cult Shrine (after wedding)
Cheergirl	Go! Go!	Boosts offensive power	Zed Harbor (Governor, after defeating Bosmie)
Classique	Sleepy Song	Puts both sides to sleep	Castle Ryan
Clericy	Twinkling	Refreshes HP with glimmering wand	Kuldo Ruins
Confuso	Berserk	Confuses everyone	Castle Ryan
Contributor	Money Hurts	Inflicts damage with 20 Rb	Isten (Richter's House, after fighting Darkbeat)
Cupid	Life Arrow	Heals party a little with Light Arrow	Cave of Fear
D'Artagnan	Lance	Causes heavy damage with silver spear	Kisa Canyon (defeat the Holy Dragon)
Da Bomb	Explosion	Explodes in three turns; defensible	Kell Storage Room (after beating Mushmare)
Dark Cross	Dark Spell	Eliminates everyone's Light	God's Tower (after beating Anzo)
Dark Postle	Dark Wave	Causes Darkness damage on both sides	Olgo (wooden Box at Algo's House, Dusty Toy)
Ditchmobile	Acceleration	Raises Agility	Jungo (a gift when you name the new baby)
Douwner	Viral Dust	Reduces Offensive and Defensive power	North Tower
Dr. Gas	Poison Fumes	Poisons both sides	Castle Ryan
Dr. Snooze	Sleep Bubble	Puts one side to sleep	Trisken (after passing Recruiter's Test)*
Draken	Hatchet	Steals half the HPs of both sides	Nord Temple
Foreman	Drill Attack	Causes damage with hand drill	Kuldo Ruins
Freakz	Fear All	Scares everyone	Castle Ryan
Freud	Hypnosis	Puts target to sleep with hypnosis	Kuldo Ruins
Frooze	Freeze	Turns enemy into block of ice	Penguil (found in snowman)
Frostall	Freeze All	Freezes everyone	Nord Temple
Gabriel	Holy Light	Fully heals party with intense light	Holy Shrine (given to you by Aruvin)
Generosity	Reward	Offers surprise gift if you win	Trisken (received from King)
Healbat	Bloodsucker	Sucks HP from enemy and heals Knight	Zed Harbor (bookshelf at the Cult Shrine)
Hobo Joe	Pickpocket	Steals items from the enemy	Kerple Dungeon
Holy Cross	Holy Chant	Eliminates all Darkness on both sides	God's Tower (after beating Lanzo)
Hornet	Poison Sting	Poisons one target	Denvrado (after buying record from singer)
Insectorfly	Down Slime	Lowers Defense with sticky liquid	Den Heldar (after knocking on door)
Jupiter	Light Spell	Causes Light damage to both sides	Olgo (barrel at Algo's House, Rusty Toy)
Kimoni	Blessing	Restores some HP with magic light	Isten (treasure chest behind logs)
Legend	Legend Dash, Legend GT	Professor's Zeppetto's last masterpiece	Zeppetto's House (must have all Living Toys)
Mapster	Globe Attack	Displays World Map outdoors; spins into enemy	Coastal Inn (given by Bonik when you talk to Amos)
Marilyn	Flower Power	Uses her beauty to fully restore HP	Isten (given by Marco & Carmen after wedding)
Mermaid	Blue Twister	Water cyclone causes water damage	Penguil (given by Penguin at fishing hole)
Mi Armour	Guard Dust	Adds Defensive power	Jungo (at top of Lighthouse)
Miner	Axe Hack	May find gold (for 2 PP); causes damage with pickaxe	Carmarthen (treasure chest in coal mine)
Minikar	Ram	Rams target, knocks it out of combat	Zed Harbor (treasure chest at docks)
Mossman	Mold Down	Lowers Offense with Mold attack	North Tower
Mr. O'Neal	O'Neal Stick	Uses baton as lethal weapon	Cell (after beating Mushmare)
Mudsy	Slow Mud	Lowers Dexterity with globs of mud	Kerple (treasure chest behind Chief)
Ninja	Death Blade, Shifuzan, Falcon Dust	Uses secret Ninja moves	Kisa Canyon Cave
Nurse	Energy Boost	Revitalizes your HP with an injection	Olgo (Water Wheel House, Cute Toy)
Peacemaker	Abilities unknown	Delivers a 256 hit combo	Olgo (Knight's House)**
Phoenix	Hoot Flames	Returns party and enemy to normal	Cave of Fear
Pippanic	Panic Siren	Confuses target with an annoying siren	Kerple Dungeon
Psychodoc	PP Shot	Turns 20 of Knight's HP into PP	Kerple Dungeon
Pyro	Fireball	Fireball causes fire damage to enemy	San Claria (storage room by beach, Wind-Up Toy)
Resetter	Do Over!	Rewinds to the beginning of combat	Denime Tree Stump
Ringsider	(No attack)	Gives play by play of battle	Jungo (given by talking to Penguin)
Sacribat	Sacrifice	Sacrifices 1 LT to attack all enemies	Trisken (treasure chest in Bell Tower)
Samurai	Edo Blade	Return LTs to Knight; joins attack	Kerple (treasure chest in Storage Room)
Sermone	Spirit Power	Revives you when you are knocked out	Den Heldar (given by Dectective Longnose)
Stare	Eye Beams	Gives bird's-eye view; damages with sight rays	House West of Trisken
Sumode	Body Attack	Knocks all enemies out of battle	Garam (Ruval's Cave)
Tarantula	Venom	Blows poison gas onto party	Trisken (given by Jadik after completing North Tower)
Terroroid	Ghost	Creates ghost and terrifies target	Zephyr (found on deck of boat)
Timeout	Peace Shield	Prevents all damage for three turns	Cave of Fear (after you defeat Galestork)
Toughwall	(No attack)	(No attack)	North Tower
Vampire	Lost Power	Takes 10% of Knight's HP and attacks enemy	Zed Harbor (from Cult member, 2nd floor of Cult Shrine)
Vegas	Jackpot, Bell Attack, "7" attack	Press your luck with three effects	North Tower
Verseus	Anger All	Makes both sides suffer double damage	Picard
Viper	Poison Dart	Paralyzes target with poison gas	Cave of Fear (Cool Toy)
Voodoodoll	Voodoo Doll	Voodoo eliminates a being 1/4 of time	Carmarthen (given by miner in Coal Mine)
Walkbomb	Walkmeter	Does damage based on distance walked	Cave of Fear
Whyme	(No Attack)	Draws all enemy attacks	Coastal Inn
Windmeister	Tornado	Causes Wind damage with tornado	Den Heldar (gift for saving a man's life)

*—Can also be acquired after defeating all of the Arterna Monsters
**—You get this after getting all the Living Toys and sleeping at Knight's House

Baby's Transformation List

Name	Monster Location
Dino	Outside of Cave of Fear
Snakera	Cave of Fear
Knoygn	Outside of Olgo
Fatbat	Cave of Fear
Psychocat	Outside of Carmarthen
Crabbyfish	Small island, middle of ocean, in between Carmarthen and Penguil
Treead	Kuldo Swamp, forest by God's Tower
Buffoo	North Tower
Zakra	Outside of Jungo
Fatal Frog	Kuldo Swamp
Jellfishman	Beach west of Olgo
Ibkee	After battle with Darkbeat and Ibkee in Isten
Eyevee	Nord Temple
Bobodragon	Outside of Trisken

As the game ends, you are treated to a panoramic scene of each town, as well as characters you have visited and met along the way. The ending is guaranteed to make you feel all warm and fuzzy inside, so enjoy it.

PEPSI MAN for PlayStation

Regular *Tips & Tricks* readers know that we're crazy about Pepsiman, the computer-animated superhero who appears in Pepsi's TV commercials in Japan. His first video-game appearance—as a secret character in the Japanese version of *Fighting Vipers* for the Saturn—made us jump for joy, and now he's even got his own PlayStation game. Developed and published by KID (we never heard of them, either), *Pepsiman* was expected to be a minor diversion at best, especially when we learned that its suggested retail price was only ¥2,800 (less than $25). Surprise! It's a killer racing-type game in which Pepsiman runs through eight different stages (and four bonus rounds) to deliver Pepsi to the thirsty. It's a real challenge to pick up the 100 Pepsi cans that are scattered throughout each level; you're also invited to try to beat the pre-set "best times" in Time Trial mode. Achieving these goals can unlock hidden features (like alternate Pepsiman body styles), so the game also has a surprising amount of replay value. Unfortunately, it's very unlikely that *Pepsiman* will ever be released outside of Japan.

Just like the TV commercials, Pepsiman is as cool as he is clumsy; he even bumps his aluminum-alloy head on the title screen logo!

In the first stage, Pepsiman plows through a residential area in San Francisco, running through people's backyards just like Margot Kidder.

Use the speed burst (with its cool *Metal Gear*-style "blurring" effect) to play chicken with an oncoming New York subway train.

Unlocking Pepsiman's old red-and-silver body style also changes the game's Pepsi cans to the old look; you can even play as "Wire Frame" or "Stealth" Pepsiman!

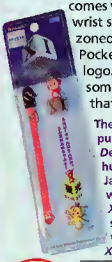
JAPAN REPORT!

by Anatole Brown

Strap It On!

The popularity of cell phones, portable game systems, Tamagotchi and Personal Digital Assistants (PDAs) in Japan have all contributed to big sales of a particular fashion accessory: the wrist strap. Available in lots of different colors with the names of popular licensed characters printed on them, many wrist straps are sold with tiny charms that you can hang on the straps to further accessorize them. Sony's new PocketStation PDA/Memory Card even comes with its own wrist strap emblazoned with the PocketStation logo. Check out some of these cool straps and the funny character charms that come with them!

If you'd rather wear your PocketStation around your neck, Sony sells a longer version of this PocketStation strap.



The PlayStation puzzle game *Devil Dice* was a huge hit in Japan, where it was called *XI[sái]*; this strap tells the world you're a *XI* fan.

This Parappa the Rapper wrist strap has little Parappa and P.J. Berri charms; it also comes with tiny Parappa stickers.

All of the new portable game systems—the Neo•Geo Pocket, the WonderSwan and the Game Boy Color—have a place for you to attach a wrist strap.

Pokemon Origami

Origami isn't everybody's thing, but if you see this book you may become a convert. Ione picked up this awesome Pokemon Origami book at Yaohan's, a popular Japanese food market here in L.A. The book comes with preprinted origami paper with easy-to-see fold and cut lines. We wasted a whole afternoon putting these things together! There's also a Doraemon origami book we're going try to get our hands on. Gotta fold 'em all!

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1996

April - Ultimate Mortal Kombat 3: Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors

May - Killer Instinct 2: Agile Warrior F-111X, Alpine Racer, Night Warriors, Donkey Kong Country 2, Darius Gaiden, Pocahontas, Assault Rigs, Johnny Bazookatone

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July - Street Fighter Alpha 2: Guardian Heroes, Super Mario RPG, Resident Evil, Kirby's Block Ball

August - Special Arcade Issue: Manx TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Duel, X-Perts

October - NiGHTS, Super Mario 64 (part 1), Tekken 2

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

December - The King of Fighters '96; Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

1997

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

April - Turok: Dinosaur Hunter (part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

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1998

February - Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

September - Parasite Eve: Pocket Fighter, Bomberman Hero, Deadly Arts, G-Darius, Radikal Bikers, Shining Force III, Devil Dice, Vigilante 8, Heart of Darkness

October - Thrill Kill: F-Zero X, The Fifth Element, Street Figter alpha 3, Moto Racer 2, Iggy's Reckin' Balls Kagero: Deception II, Soul Caliber, Spice World + Game Boy Camera Secrets

November - Tenchu: Stealth Assassina: GT64 Championship Edition, Colony Wars: Veneance, Knife Edge, Duck Nukem:Time to Kill, Ninja: Shadow of Darkness, Metal Gear Solid (Part 1)

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COOL ZONE

Whooo! Did you feel that? The room just got about 10 degrees cooler when you turned the page. But it ain't no faulty air conditioner; you're chillin' 'cause you just stepped into the...

Aww...lookit these Parappa and Sunny Funny dolls based on the PlayStation game Parappa the Rapper. Don't they make the cutest couple? Actually, they don't. Sunny (at left) is an eight-inch "Collectable Doll" made of soft plastic; it's the companion to the Parappa Collectable Doll featured in the March 1999 Cool Zone. The Parappa figure (right), however, is an all-cloth Beanie-baby-sized doll that just doesn't capture the character's identity as well as the plastic ones do. Plus it's shrimp-sized next to the towering Sunny Funny; you'll wonder if she's still "the girl of his dreams." (Available in Japan only.)

Here's another manufacturer's version of "Ramune," the sweet Japanese beverage we described last issue. We still can't believe that this drink hasn't been responsible for more choking deaths, since there's a glass marble inside every bottle which in some cases is small enough to escape through the opening. It sure tastes good, though.

We can't get through an issue of Tips & Tricks without some kind of happy, funny Japanese candy to brighten our day and rattle our dental work. "Hi Chew" is yummy and is seen here in three flavors: Green Apple, Strawberry and Grape. (Import only.)

A shocking find from the drive-thru window at our local Jack in the Box fast-food emporium: Sega character toys! We almost pooped in our pants when we saw Sonic, Knuckles and Ecco the Dolphin...but when we spotted the fourth toy, Bug!...well, let's just say it was time for a change of underwear. Think about it. Bug! The star of two Saturn titles that most people have already forgotten, if they even knew the Saturn even existed in the first place. This has got to be the most obscure video-game character to be made into a fast-food premium ever! Actually, these figures were made in conjunction with the PC versions of the Genesis and Saturn games that put them on the map...but still, what Saturn collection is complete without a Bug! action figure?

You will never—EVER—see anything cuter than the Pokémon music box we picked up at our local Japanese import shop; it's a porcelain statue of Pikachu and a tiny Caterpie sharing a quiet moment on a hilltop, with a curious Diglett peeking out of the side. Wind it up and it rotates slowly on its base as it plays a beautiful, gentle melody which—according to the inscription on the bottom—is entitled "Goodnight, My Pikachu."

HOODDNK! Tyrone picked up this authentic Buddy L semi truck at Toys 'R' Us for about $20; check out the cool PlayStation graphics! It doesn't light up or make any sounds, but it rolls good and sure looks cool on his shelf.

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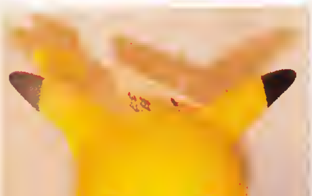
Like the stuffed Nekobus we featured in the February issue, this Mini-Totoro comes from the popular animated feature My Neighbor Totoro. You can squeeze it and squeeze it and it just keeps coming back for more!

Tech Decks from XConcepts are "finger skateboards" with real grip tape, real metal trucks and real wheels; they also come with extra wheels and the tiny tools you'll need to switch 'em. You can do stunts with your fingers if you have a miniature skateboard park in your basement, or your superhero action figures can shred on 'em. There are lots of different styles with authentic graphics from over a dozen pro skateboard companies, but the best looking ones are these Hook-Ups models that our pals Nikos and Jeremy sent over.



And if you just can't get enough of Pokémon, we'll wrap up this issue's Cool Zone with the little Pikachu toy pictured above, This one is hard plastic with poseable head, arms and tail; he's almost five inches tall with ears extended. Manufactured by Tomy, sold in Japan; we found this one at a local Japanese import shop for about $10. Pi-ka-CHU! (Zap!)

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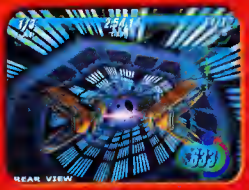

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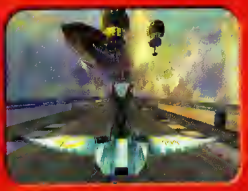

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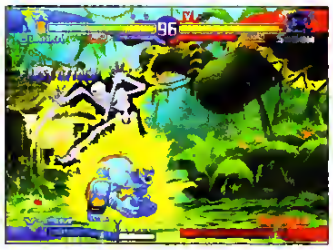

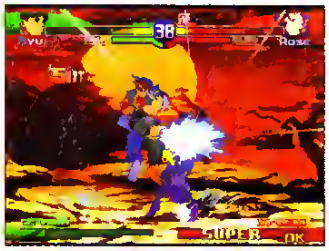

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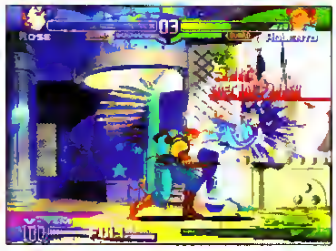

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